



“Wheels”  
1042-245  
Final Board



Date 03/04/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 03/04/16
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Graham Falk &  
Charmaine Verhagen

MAR 16 2016

# ADVENTURE TIME



Page 01

Sc. 01

Pnl. A

Bg.

day night



Sc. 01 *cont*

Pnl. B

Bg.

day night



Dialog:

JAKE : YEAH!!! HA HA!

J : Woo-Hoo!

Action:

- RUNNING CYCLE  
(JAKE WEARING A RED JACKET)

MAR 18 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

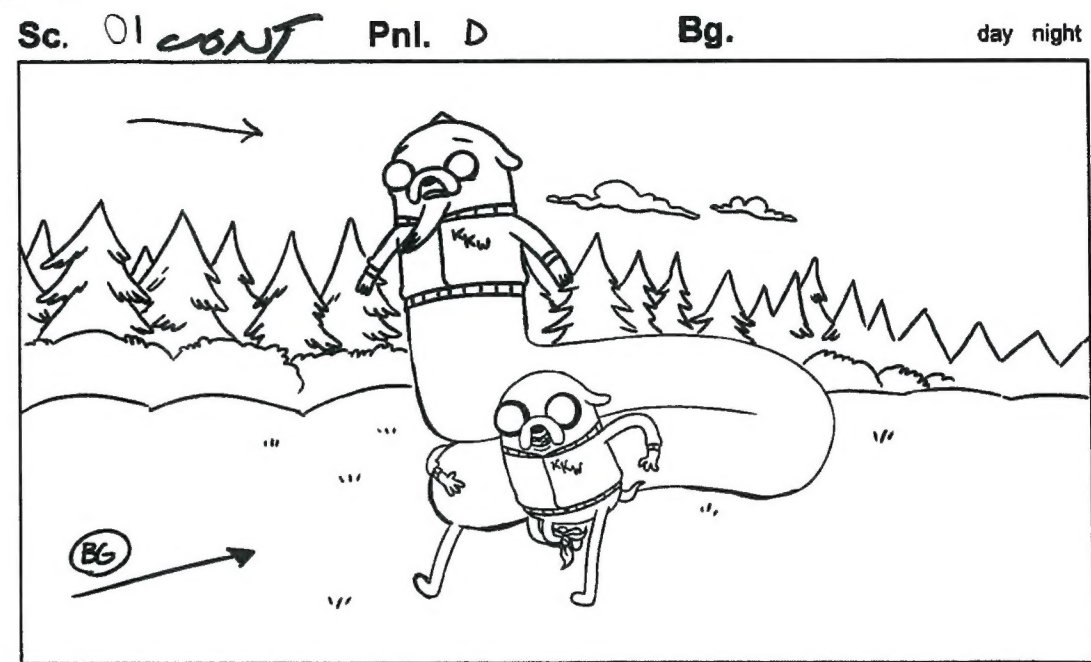
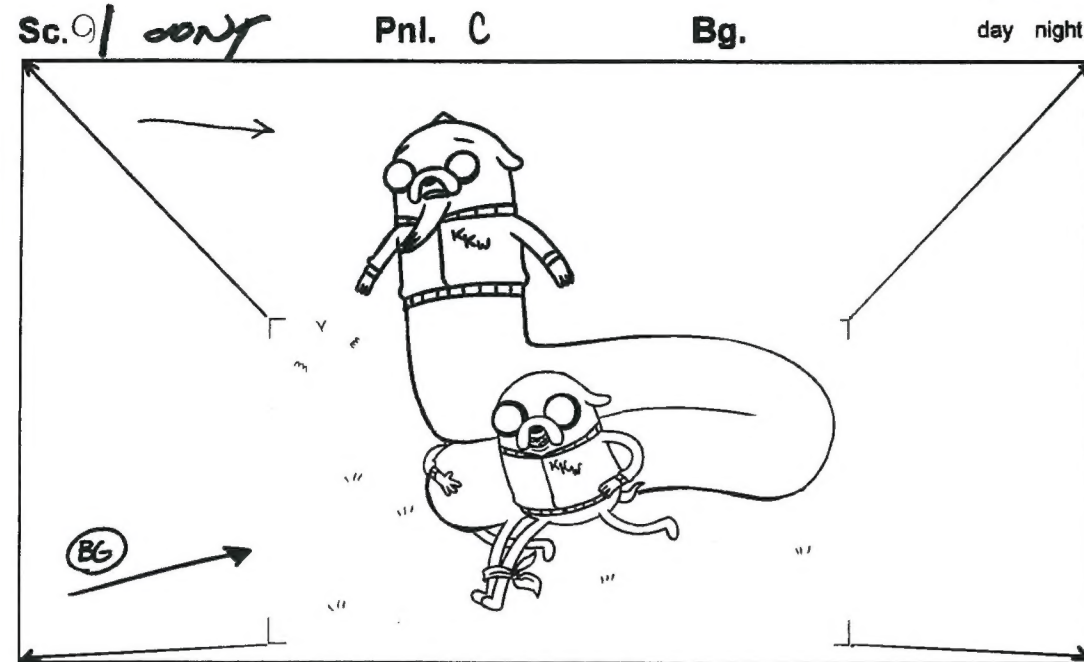
1042 245

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# ADVENTURE TIME



Page 02



Dialog: KIM KIL WHAN : (FORCED)  
AH HA HA... YES

KKW : THIS IS A HOOT...!

Action: — TRUCK OUT TO REVEAL KKW + JAKE  
IN THREE-LEGGED RACE.

MAR 6 2016

Timing:

1042-245  
EPISODE #

1042 245

Production :



# ADVENTURE TIME



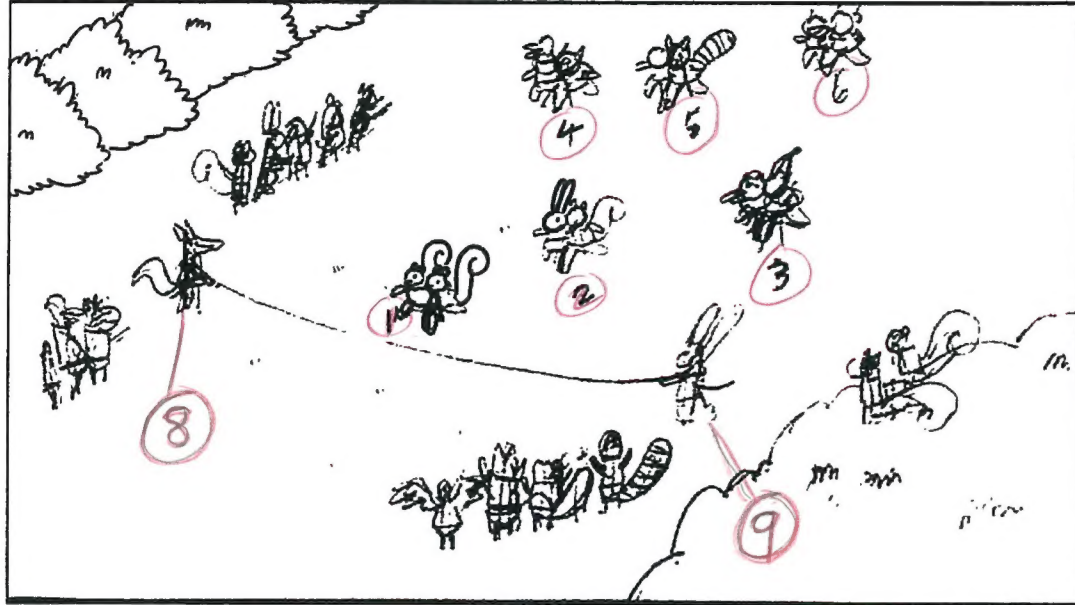
Page 03

Sc. 02

Pnl. A

Bg.

day night

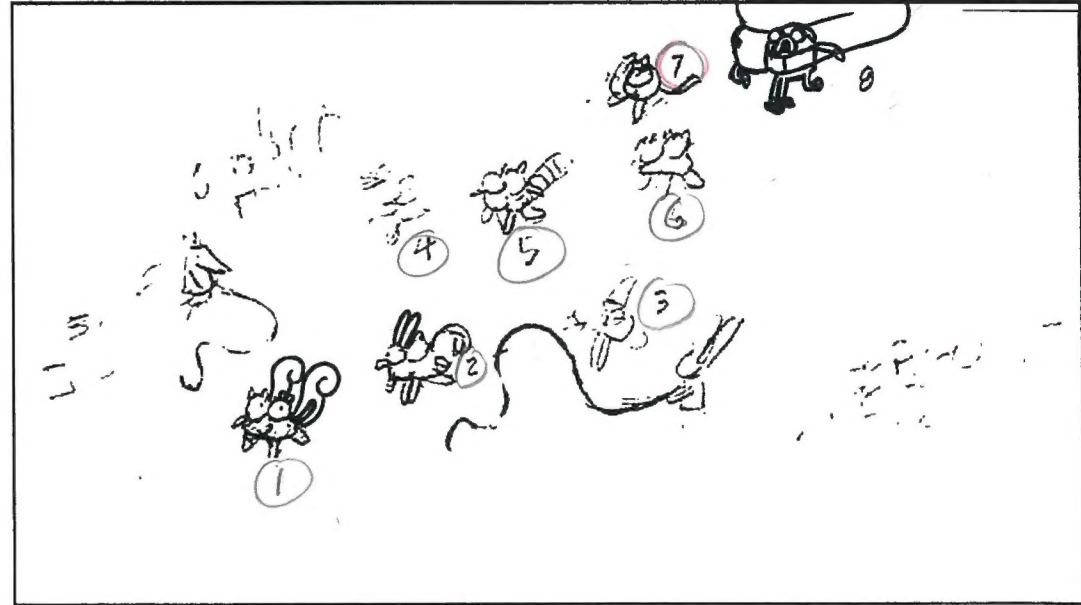


Sc. 02 *cont*

Pnl. B

Bg.

day night

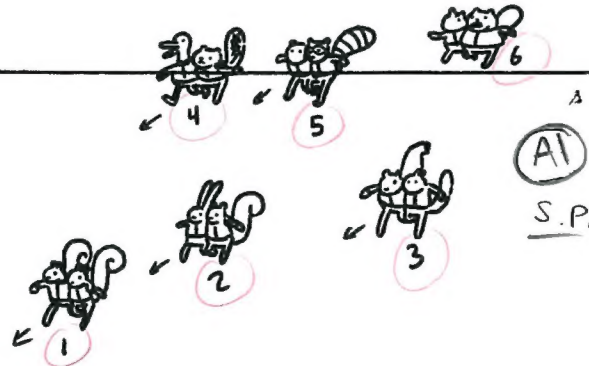


Dialog:

ALL: YAYYY!

J: AND THE WINNER OF THE  
THREE-LEGGED RACE IS ...

Action: SEVERAL TEAMS RACING



Timing:

FIRST TEAM BREAKS THROUGH  
RED RIBBON

MAR 18 2016

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Production :

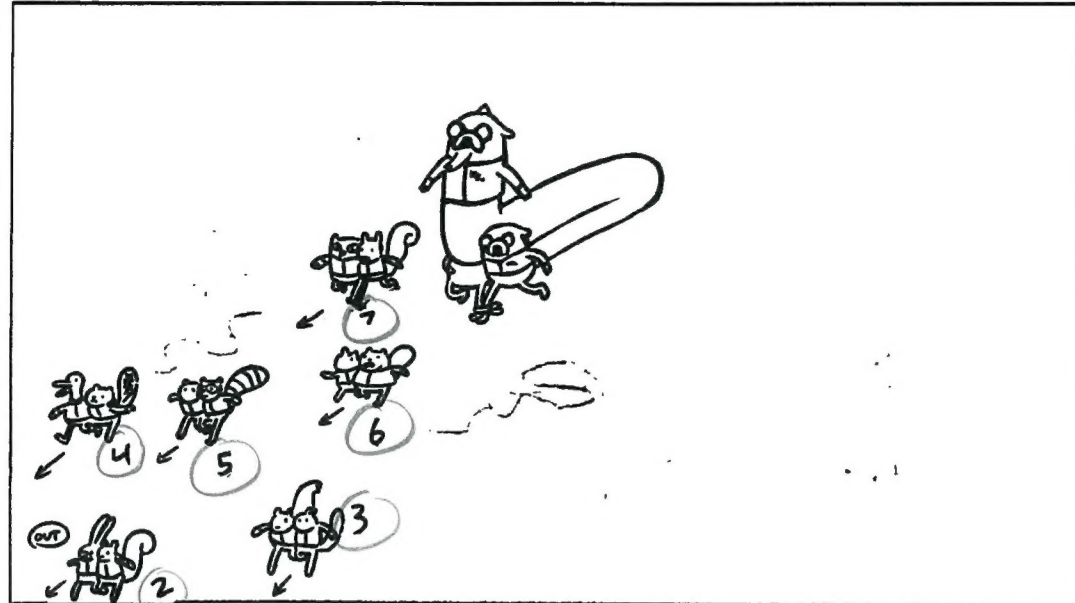


# ADVENTURE TIME

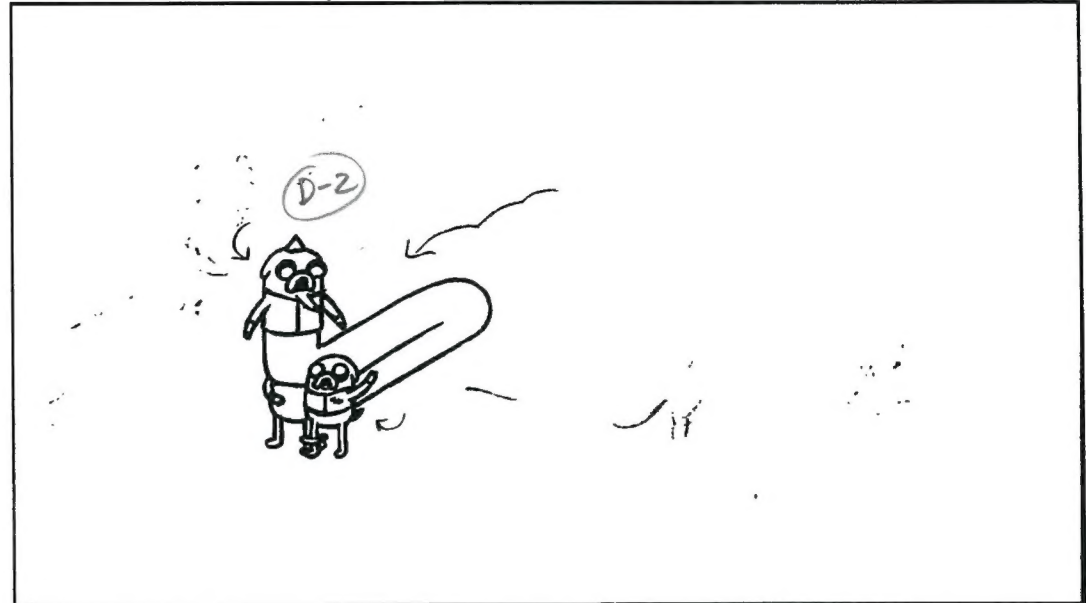


Page 4

Sc. 02 cont Pnl. 00 Bg. day night



Sc. 02 cont Pnl. D Bg. day night



Dialog:

,,,

Action:

- JAKE AND BBW IN.
- ALL ANIMAL TEAMS EXIT.

Timing:



J: ...NOT US, !  
— HA HA HA !

JAKE AND BBW STOP.

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# ADVENTURE TIME



Page 05

5A NEXT

Sc. 03

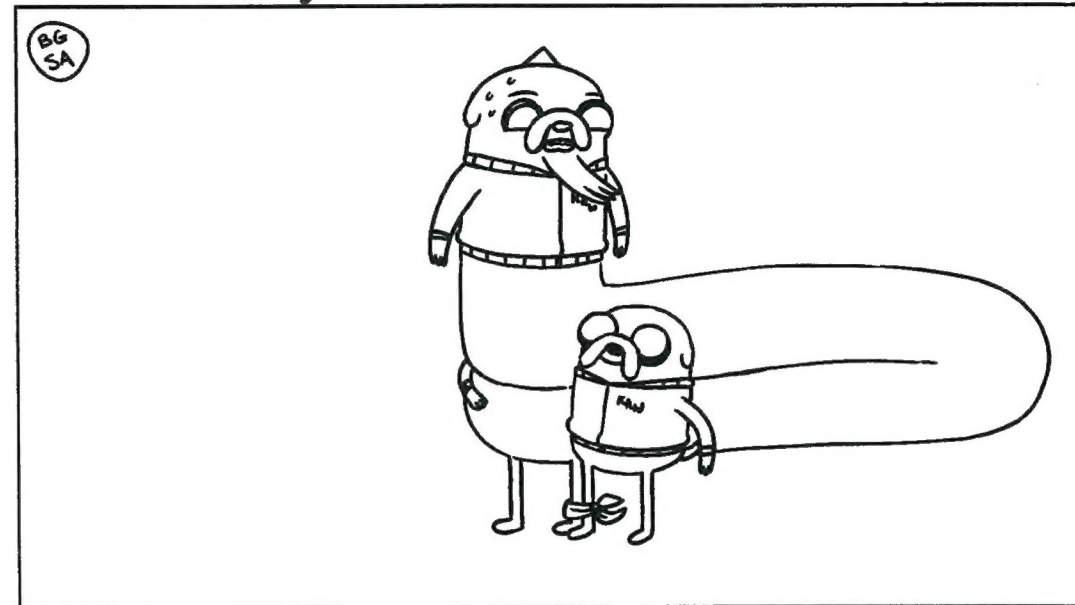
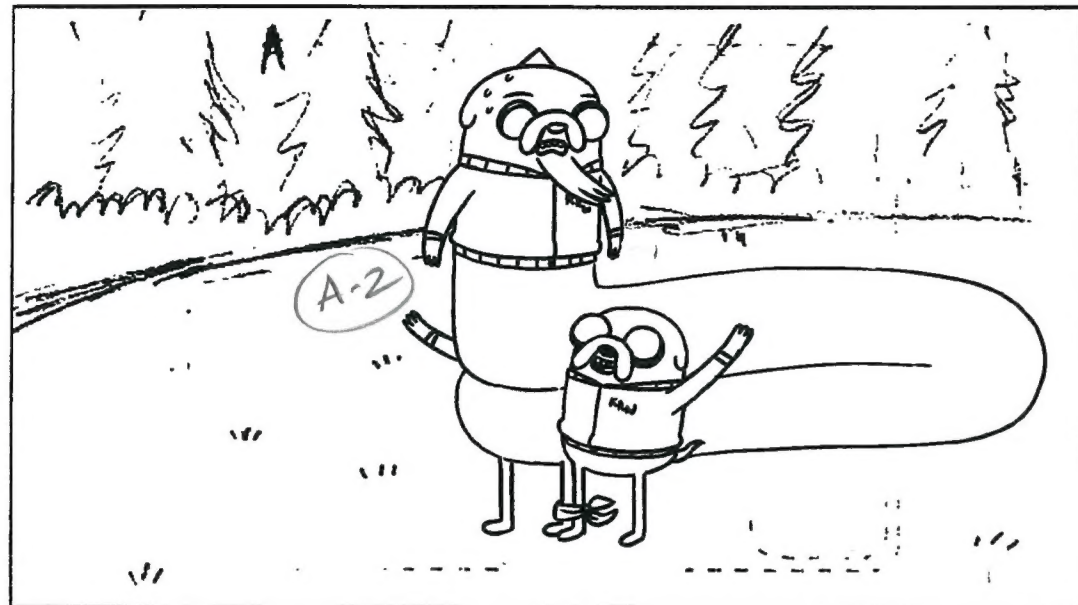
Pnl. A

Bg.

day night

Sc. 03 *CONT* Pnl. B

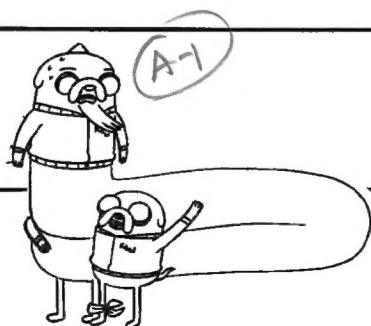
Bg.



Dialog: ① BUT WE RAN A FAIR RACE, KIM KIL WHAN!

(KKW) (BREATHLESS) Yes...!quite HEH HEH...

Action:



Timing:

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# ADVENTURE TIME

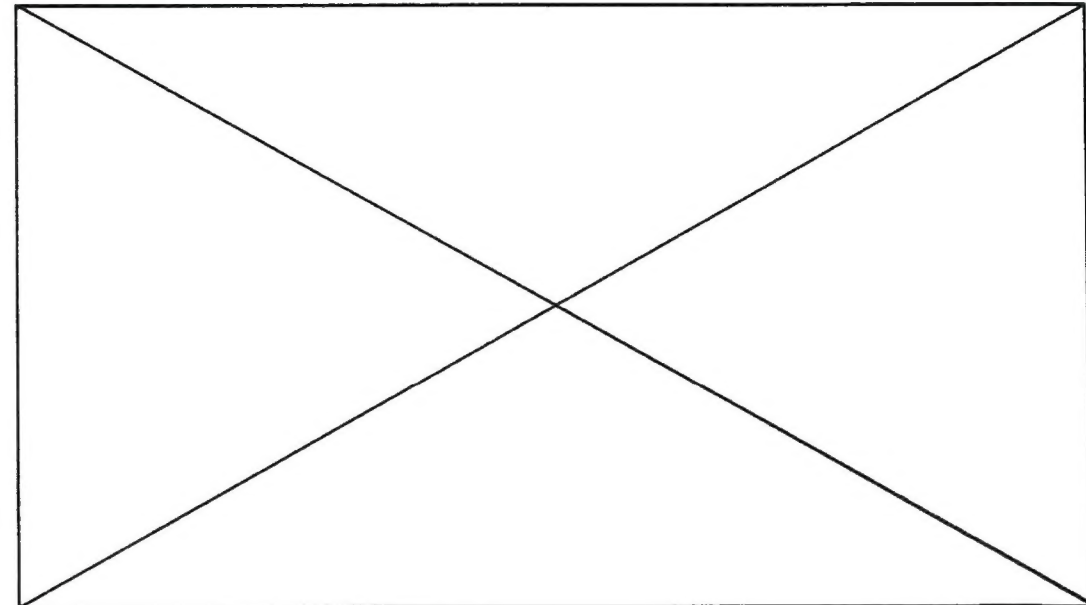
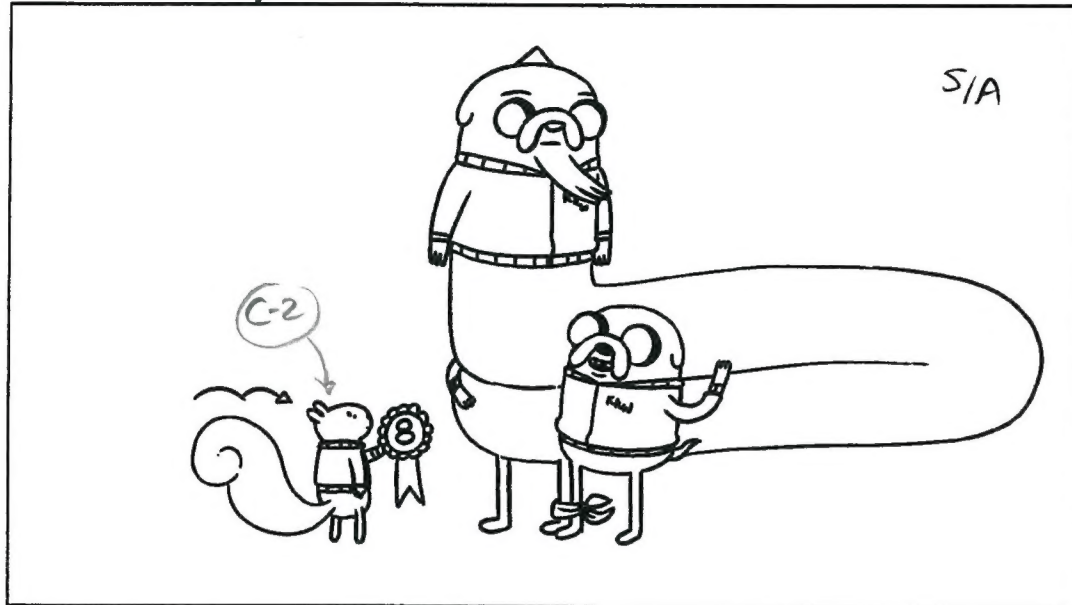


Page Q 5A

Sc. 03 cont Pnl. C Bg. day night

Sc. Pnl. Bg. day night

6 NEXT



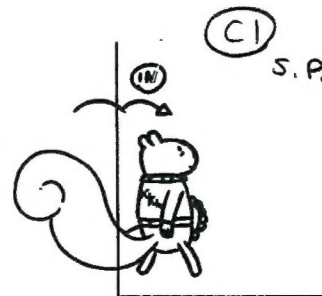
Dialog:

1 OF COURSE --

Action:

- A SQUIRREL WALKS IN CARRYING AN AWARD RIBBON.

Timing:



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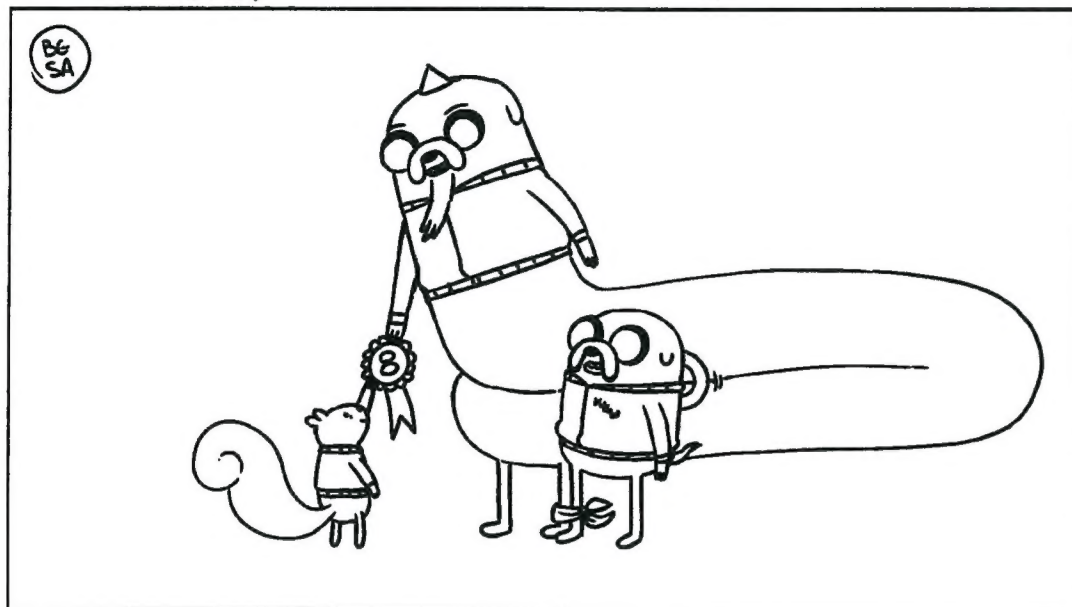
Page 06

Sc. 03 *cont*

Pnl. D

Bg.

day night

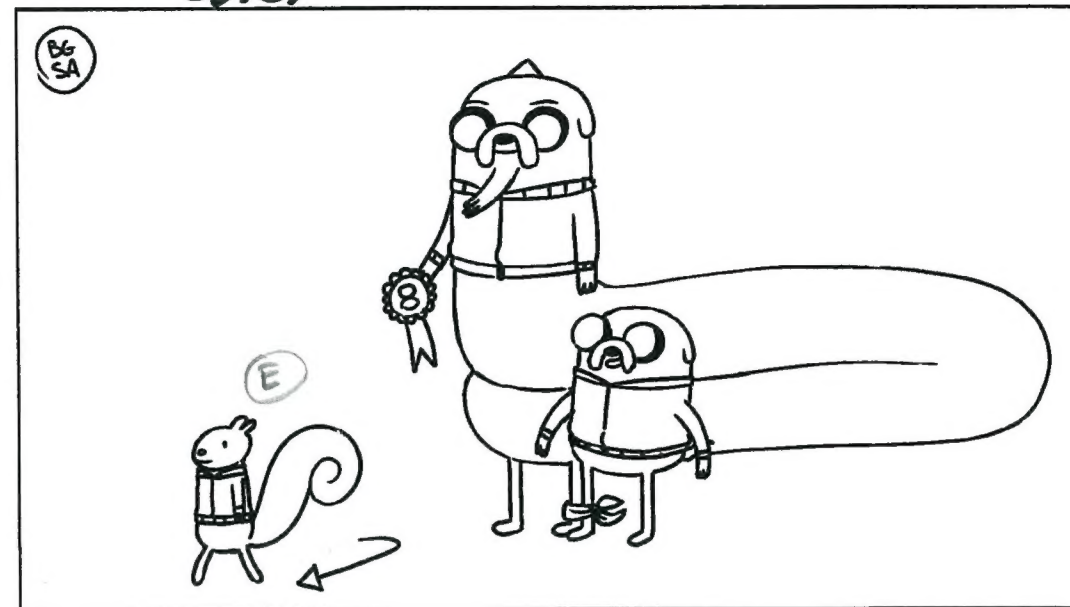


Sc. 03 *cont*

Pnl. E

Bg.

day night



Dialog:

J: .. WE COULD HAVE ..

J: MURDERED THEM, BUT ..

Action:

- **KKW** TAKES THE AWARD RIBBON.

- SQUIRREL EXITS

MAR 16 2016

Timing:



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# ADVENTURE TIME



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Sc. 3 cont

Pnl. F

Bg.

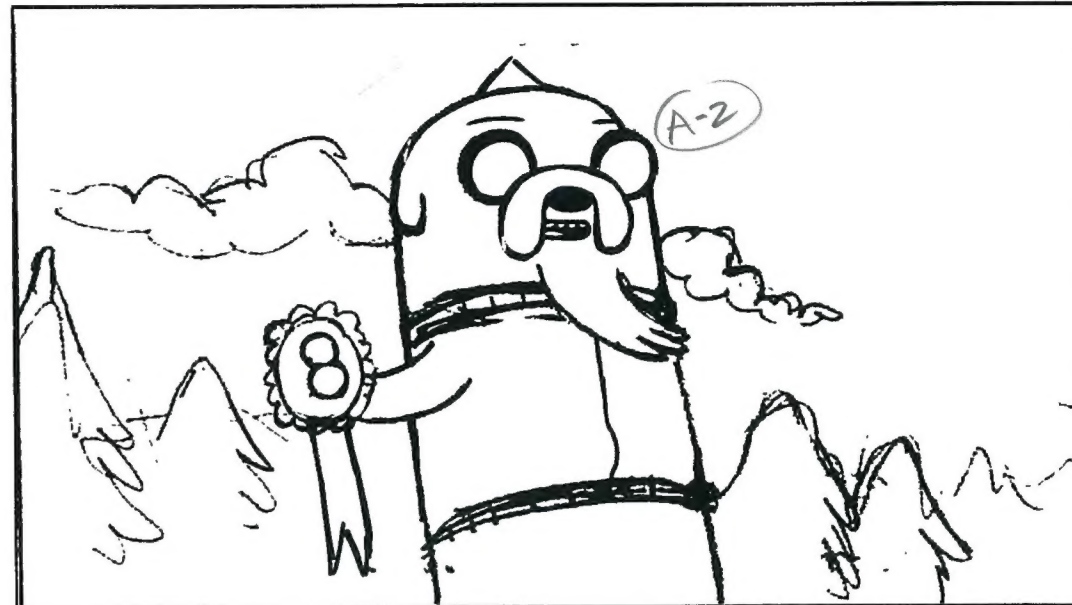
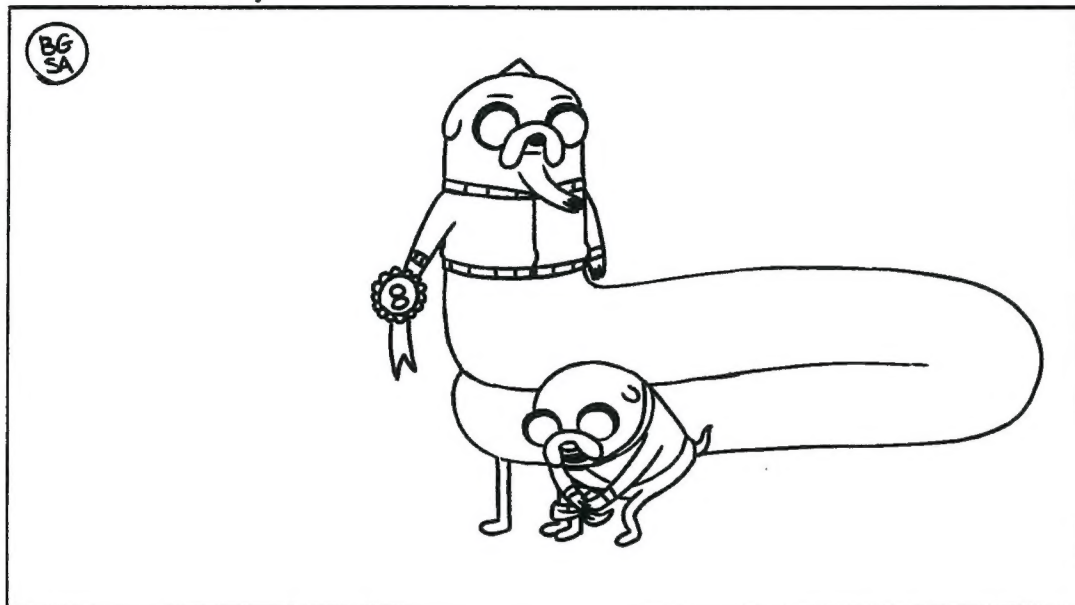
day night

Sc. 4

Pnl. A

Bg.

day night



Dialog:

(J) I WAS HOLDING BACK.

(KKW) I'M GLAD YOU DIDN'T...

Action:

(JAKE IS UNTYING SCARF)

Timing:



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# ADVENTURE TIME



Page 08

Sc. 04 *CONT*

Pnl. B

Bg.

day night

Sc. 04 *CONT*

Pnl. C

Bg.

day night



Dialog:

KKW: -- SHOW OFF, DAD.

KKW: THANKS.

Action:

— KKW PUTS THE RIBBON INTO HIS INSIDE POCKET.

Timing:



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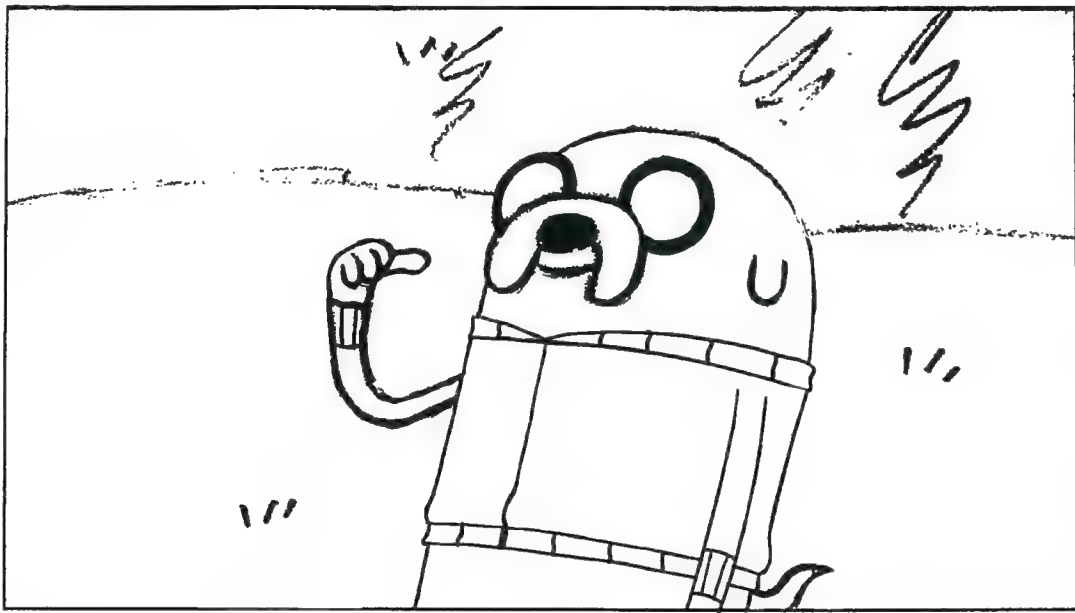
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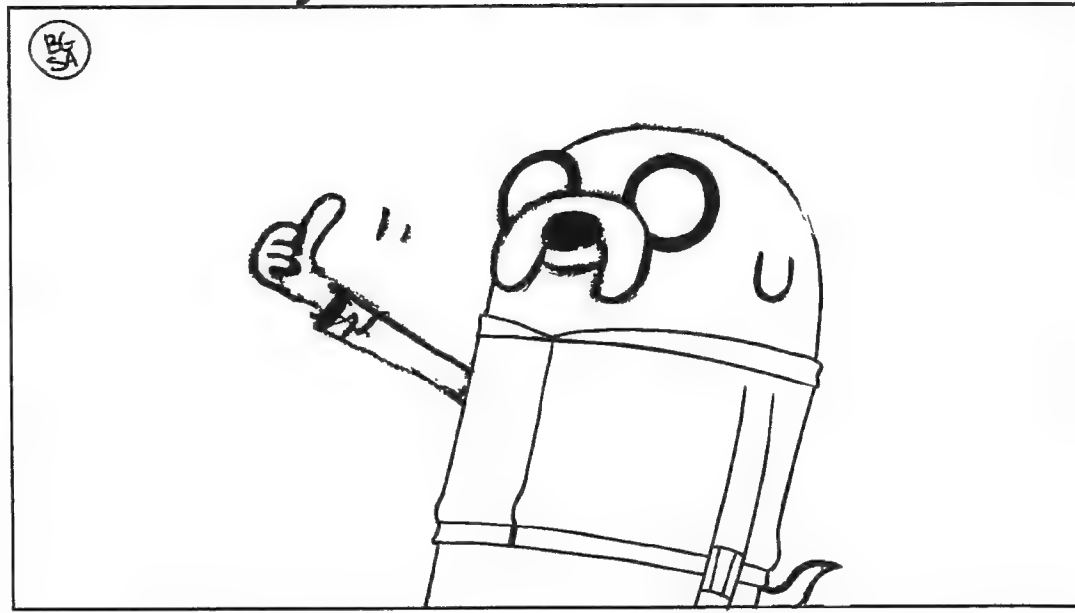
ADVENTURE TIME



Sc. 05 Pnl. A Bg. day night



Sc. 05 CONT Pnl. B Bg. day night



Dialog:
Action: - THUMBS UP,
Timing:

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# ADVENTURE TIME



Page 10

Sc. 06

Pnl. A

Bg.

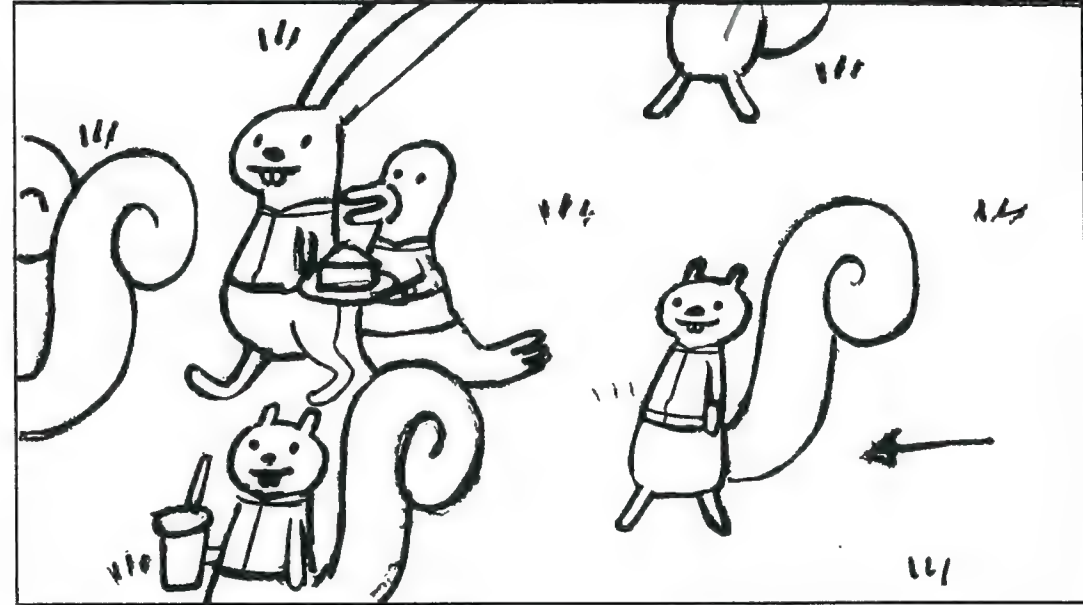
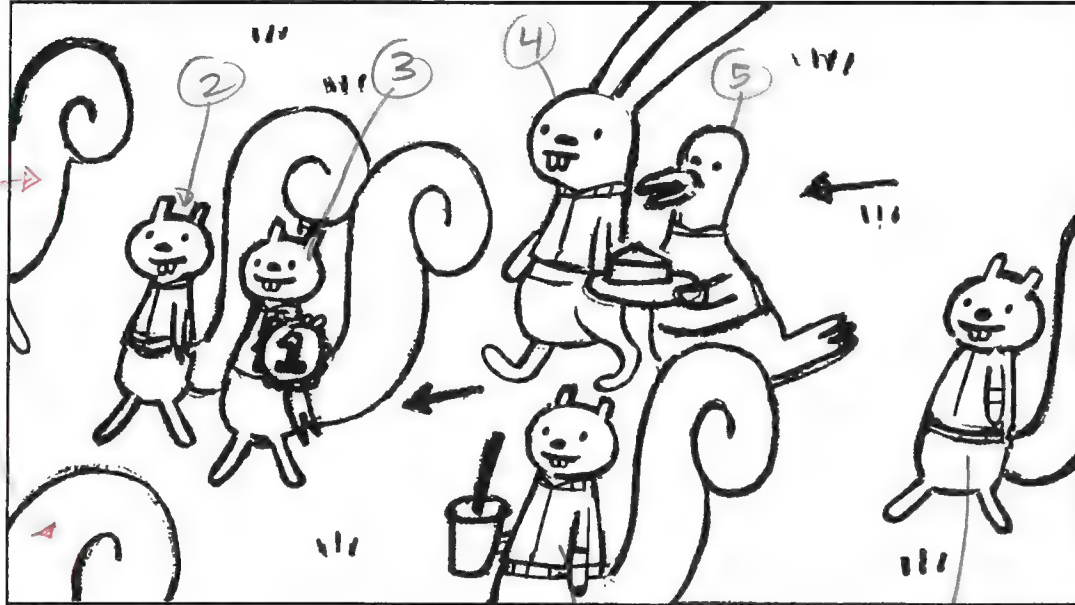
day night

Sc. 06 CONT

Pnl. B

Bg.

day night



Dialog:

ANIMAL  
EMPLOYEE: [CASUAL CHATTER]

Action: — ANIMALS WALKING ← TO HEAR KKW'S SPEECH  
(ALL WEARING KKW SWEAT TOPS)

MAK 16 2010

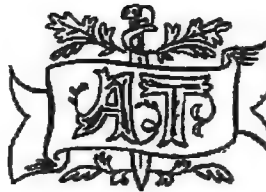
Timing:

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Production :

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# ADVENTURE TIME



Page 11

Sc. 97

Pnl. A

Bg.

day night



Sc. 97 cont

Pnl. B

Bg.

day night



Dialog:

1 2 3 KKW: AHM, THANKS TO... 4 5 6 7 8 9 10

KKW: .. MY TEAM OF ...

Action:

SOME EMPLOYEES STILL  
SETTLING INTO PLACE

BRIEFCASE ON TOP OF  
A DRINK COOLER

MAR 1 9 2016

Timing:

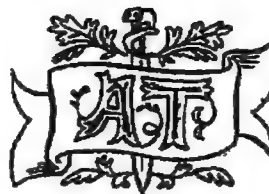
EPISODE # 1042-245

Production :

1042 245

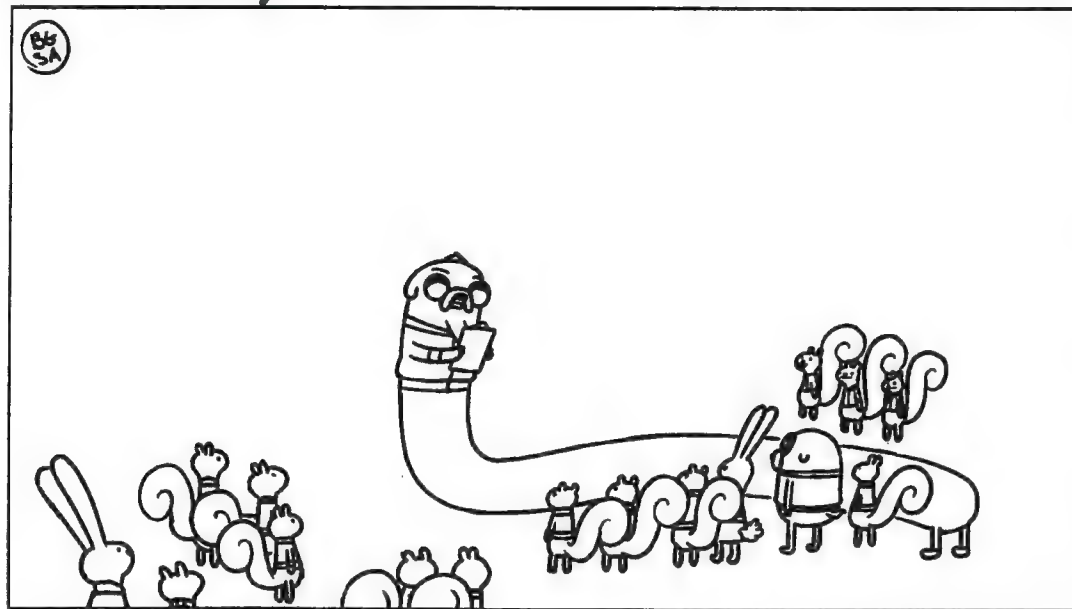


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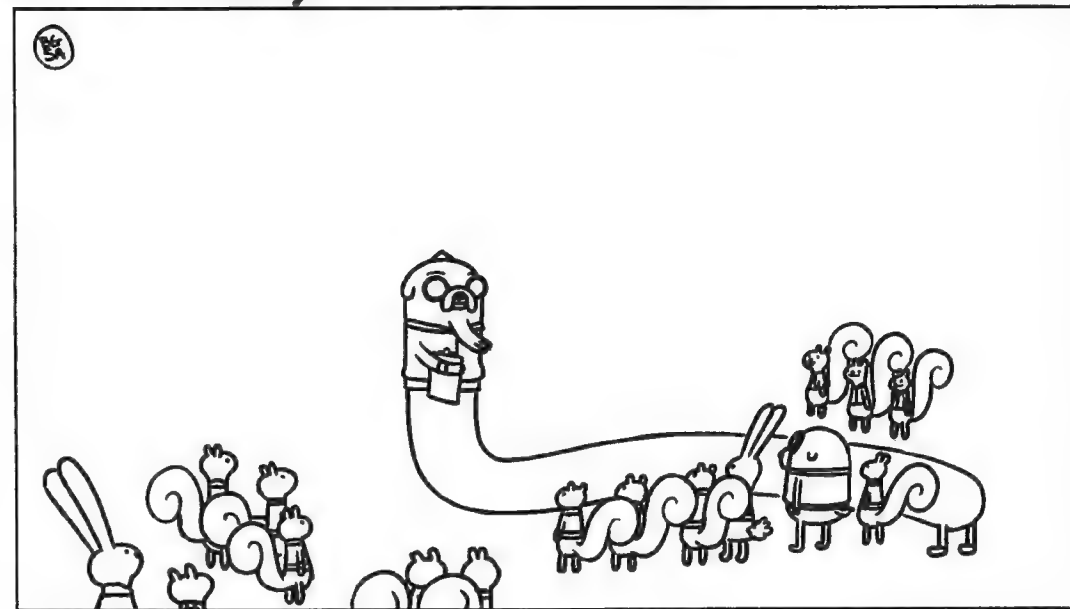


Page 12

Sc. 7 cont Pnl. C Bg. day night



Sc. 7 cont Pnl. D Bg. day night



Dialog: KKW (LOOKS AT CLIPBOARD) :  
...AWESOMELY TALENTED  
SALES ASSOCIATES ...

KKW (ACTUALLY IMPROMPT U) :  
-- AND ALSO MY FATHER! --

Action:

Timing:

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EPISODE # 1042-245

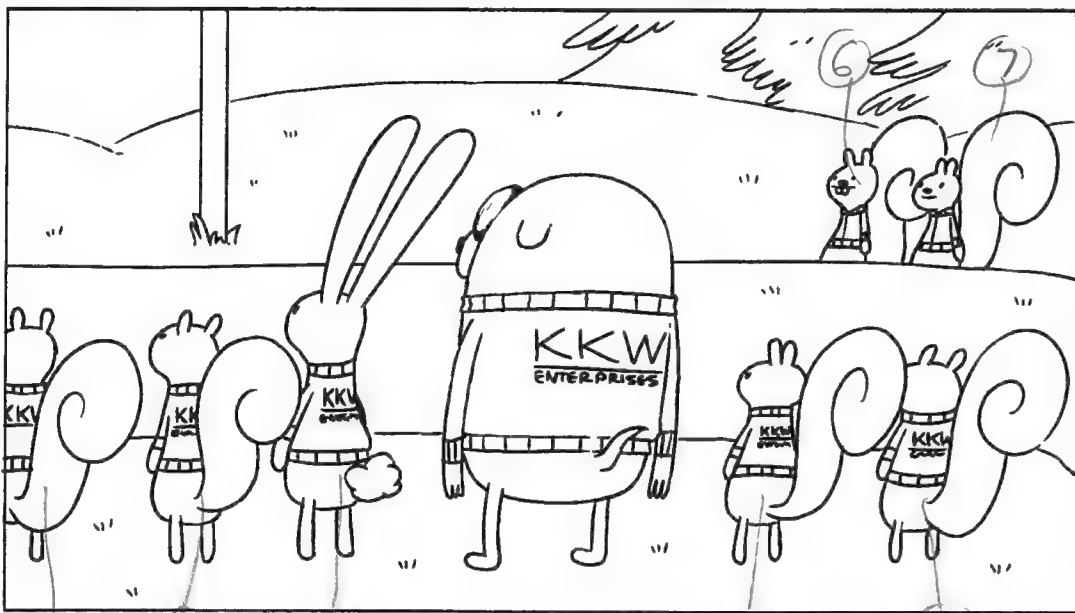
Production :

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ADVENTURE TIME



Sc. 08 Pnl. A Bg. day night

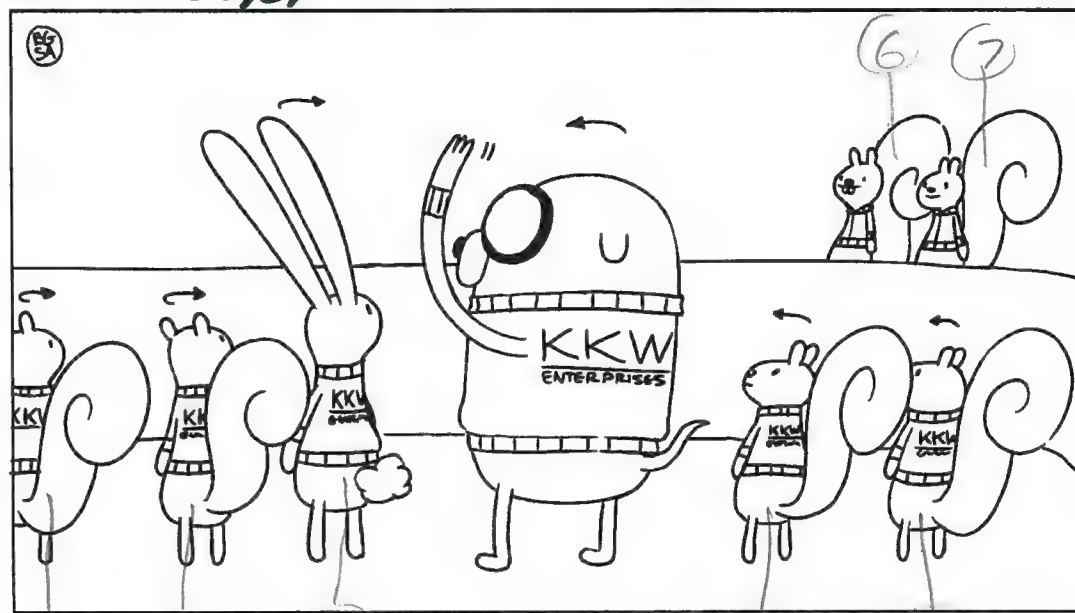


Dialog:  
① KKW : (OS) JAKE ... WHO'S --

Action: - JAKE LITTLE WAVES

Timing:

Sc. 08 *CONT* Pnl. B Bg. day night



① ② KKW (OS) VISITING US - ④ ⑤

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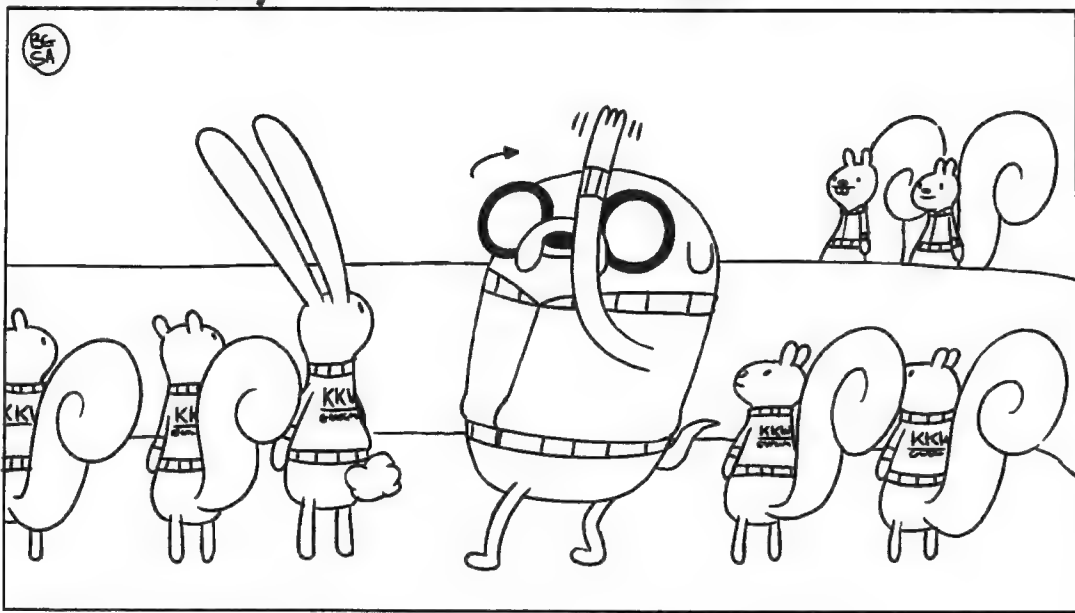
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Production :

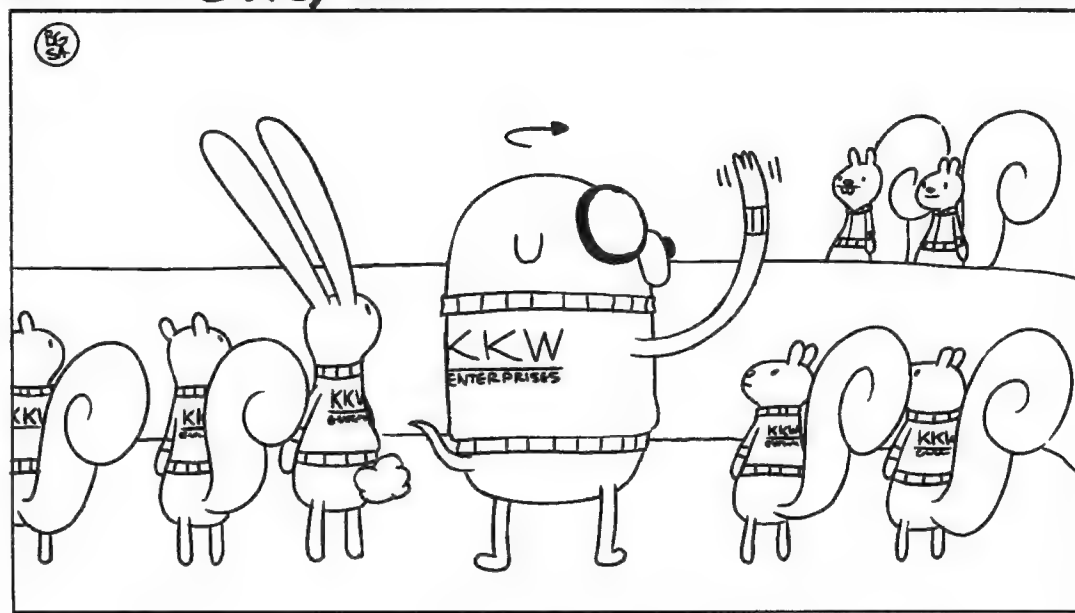
ADVENTURE TIME



Sc. 08 *cont* Pnl. C Bg. day night



Sc. 08 *cont* Pnl. D Bg. day night



Dialog:	<u>KKW</u> (OS): THIS YEAR ...	
Action:	- J TURNS AROUND QUICKLY, LITTLE WAVES	- J WAVES WITH OTHER HAND
Timing:		

MAR 13 2016

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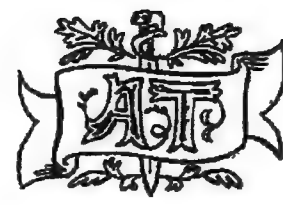
1042 245



576 6706

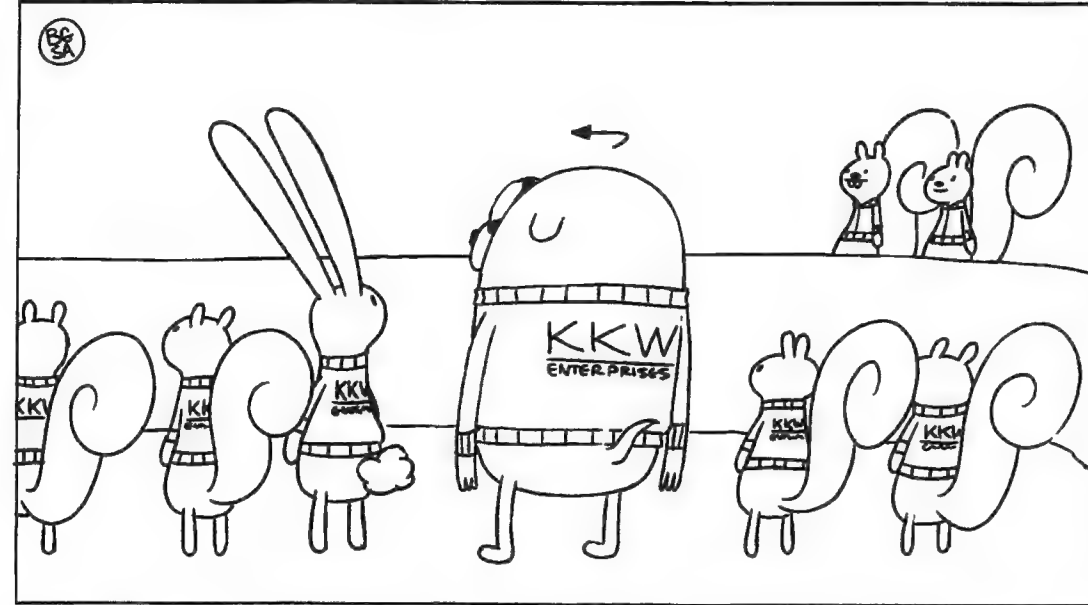
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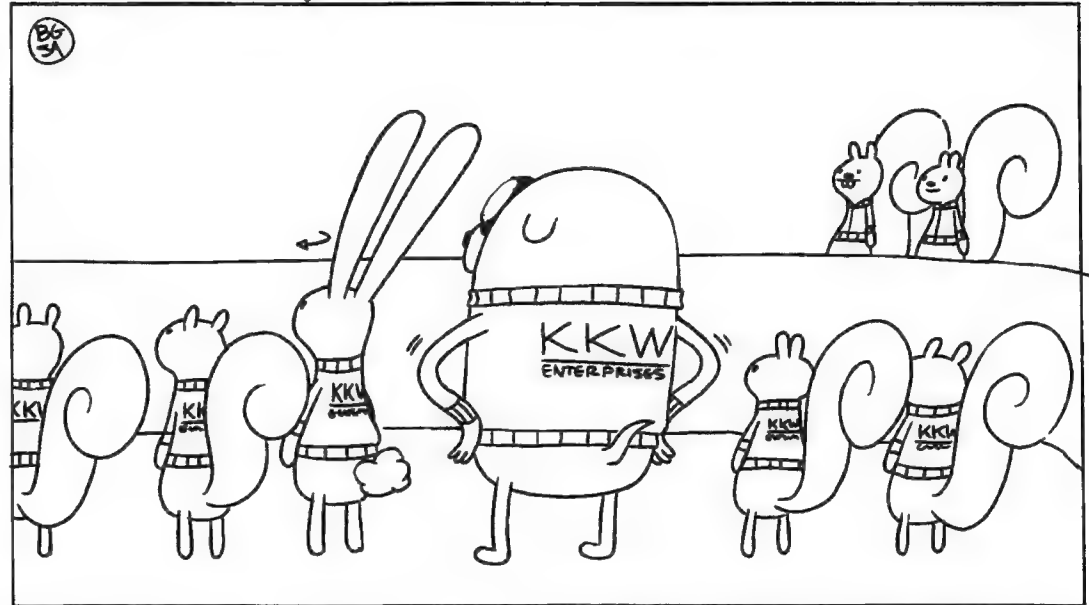


Page 15

Sc. 08 cont Pnl. E Bg. day night



Sc. 08 cont Pnl. F Bg. day night



Dialog:	
Action:	- J TURNS BACK (SETTLE)
Timing:	

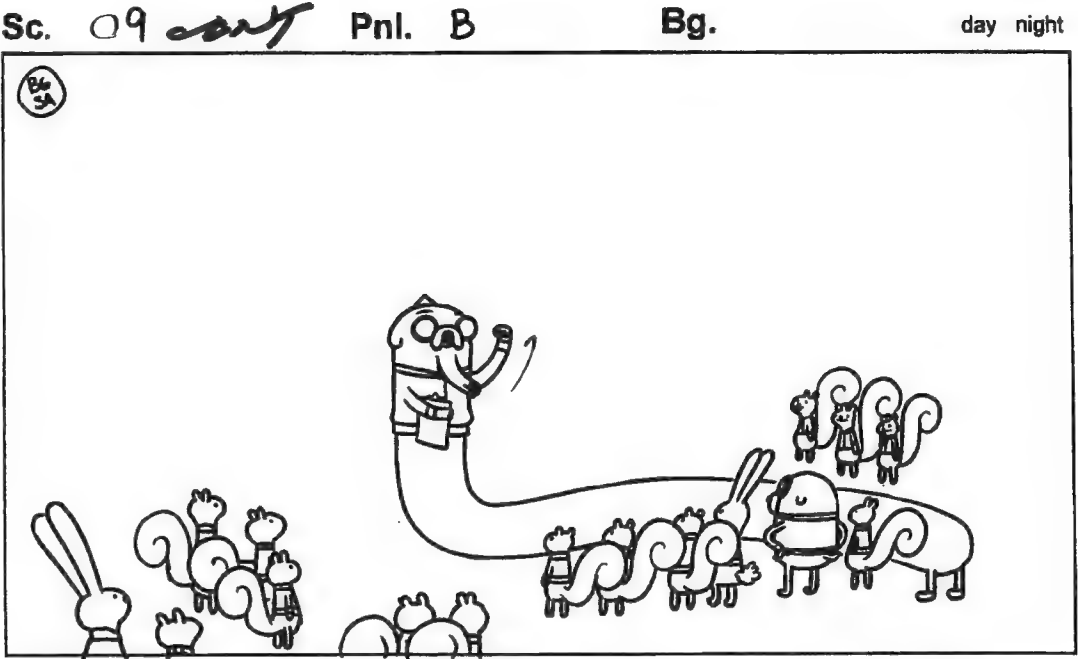
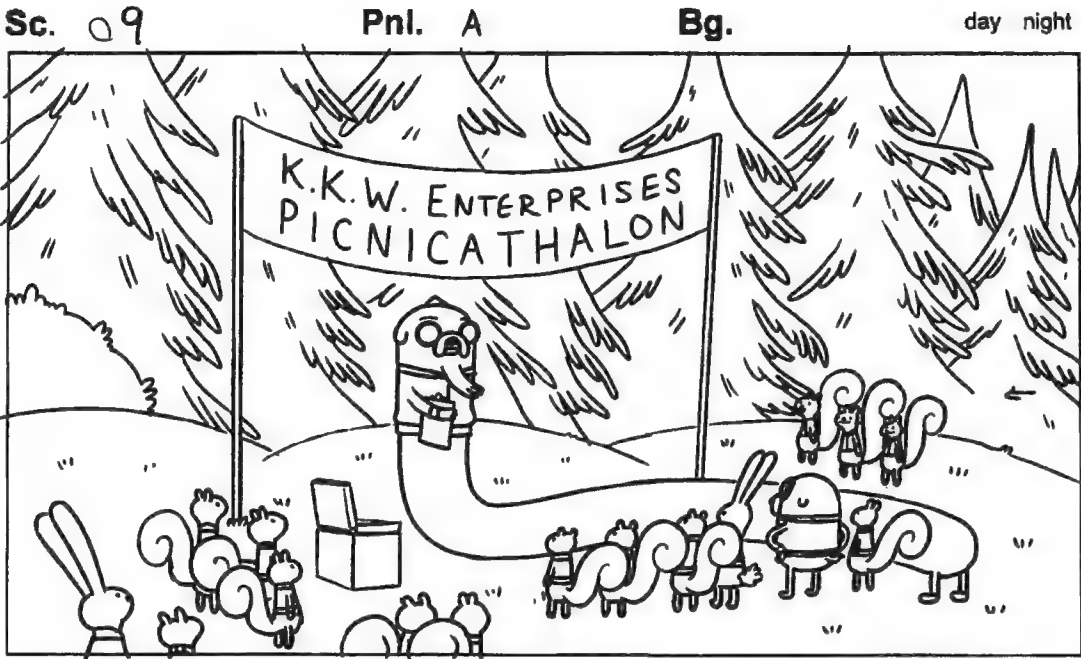
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ADVENTURE TIME



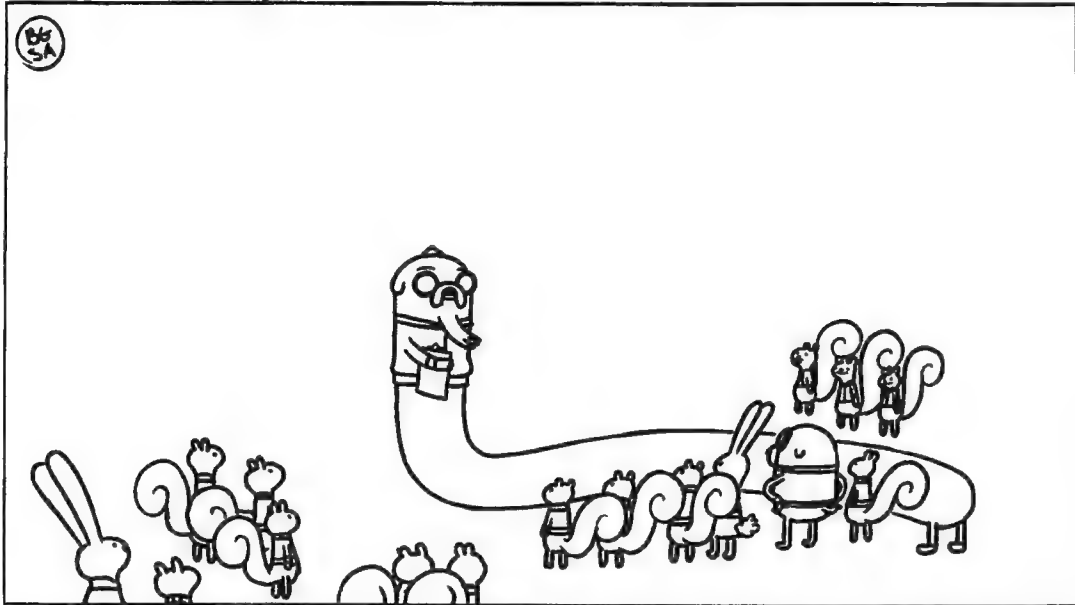
Dialog:	<p>KKW -- THIS HAS BEEN THE MOST SUCCESSFUL ANIMAL SPORTS/PICNIC SOCIALIZING EVENT...</p>	<p>KKW: -- <u>EVER!</u></p>
Action:	<p>- KKW RAISES A FIST</p>	
Timing:	<p>MAR 16 2016</p>	

1042-245  
EPISODE #  
1042 245  
Production :

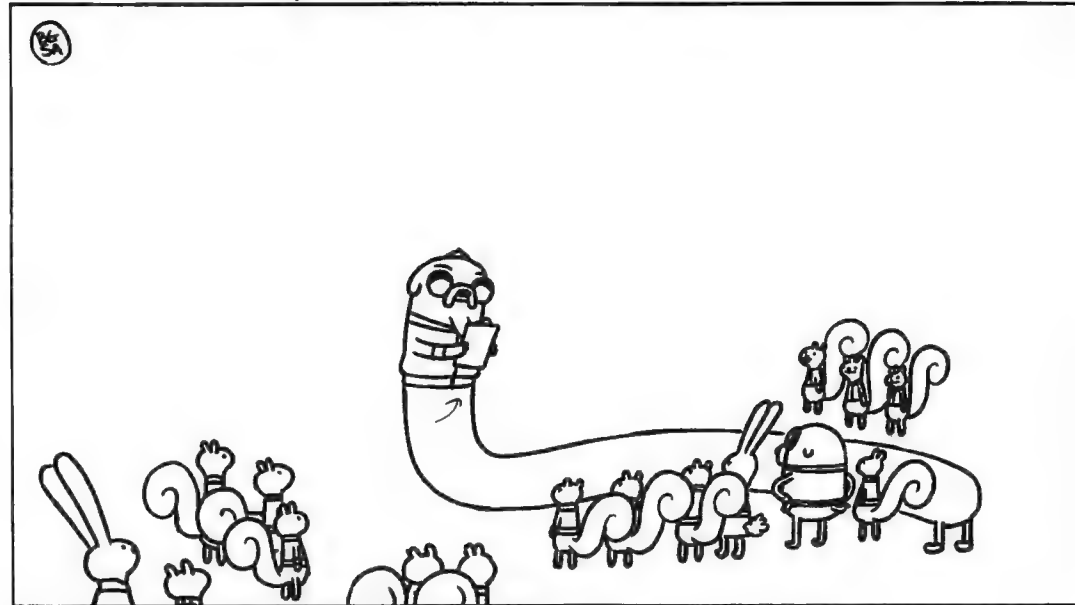
ADVENTURE TIME



Sc. 09 *cont* Pnl. C Bg. day night



Sc. 09 *cont* Pnl. D Bg. day night



Dialog:	---
Action:	-KKW LOOKS AT CLIPBOARD AGAIN ... MAR 16 2016
Timing:	

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Production :

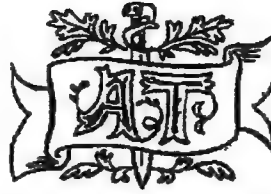
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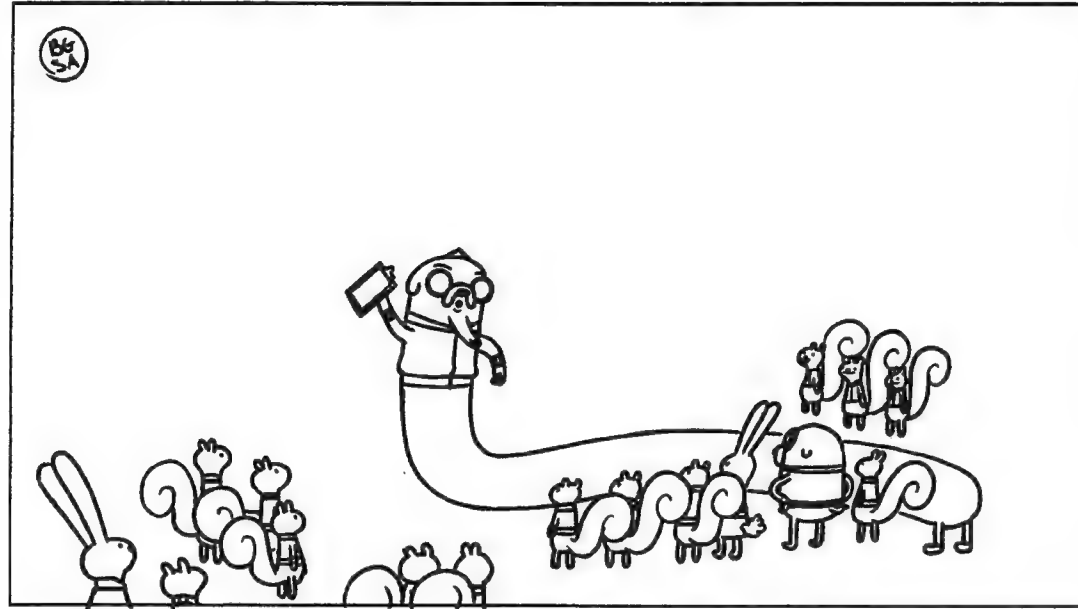
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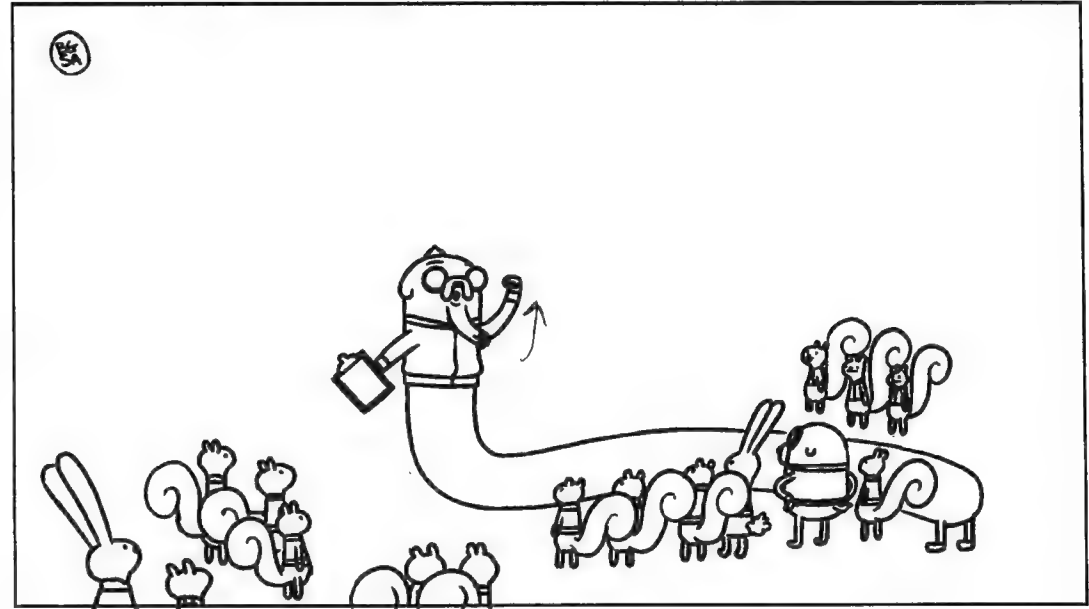


Page 18

Sc. 09 *cont* Pnl. E Bg. day night



Sc. 09 *cont* Pnl. F Bg. day night



Dialog: KKW: (IMITATING JAKE) *Woo ---*

KKW: *... Hoo!*

Action:

MAR 16 2016

Timing:

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Production :

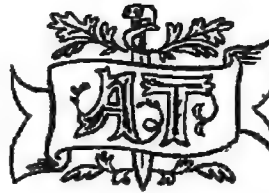
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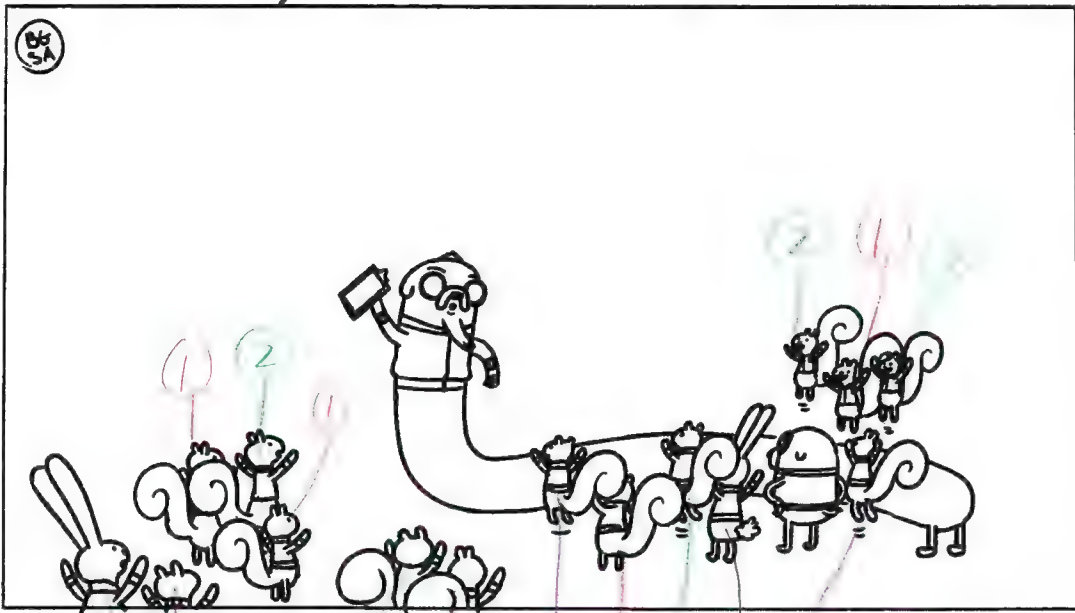
# ADVENTURE TIME



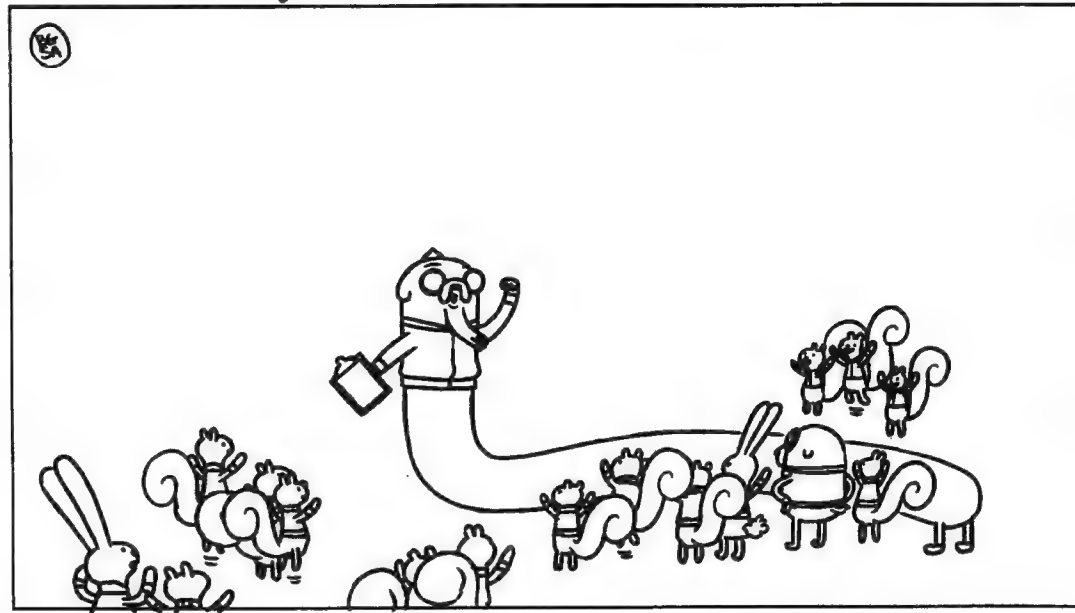
NO SC 10

Page 19  
NO PGS 20-21  
day night

Sc. 09 *cont* Pnl. G Bg. day night



Sc. 09 *cont* Pnl. H Bg. day night



Dialog: ALL: Woo-Hoo!  
CROWD GROUPS (1) (2) (3) (4)

Action: - THEY ALL JUMP UP AND DOWN  
MAR 8 2016

Timing:

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ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night

Sc. 12 Pnl. A Bg. day night

Dialog:	<u>KKW</u> (OS): Wowwww !	<u>KKW</u> : REALLY NICE DEVILLED EGG--
Action:	- CUT TO A PLATE OF EGGS.	
Timing:		



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Production :

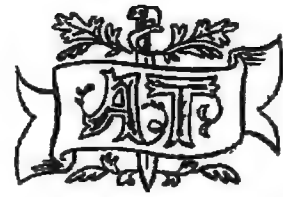
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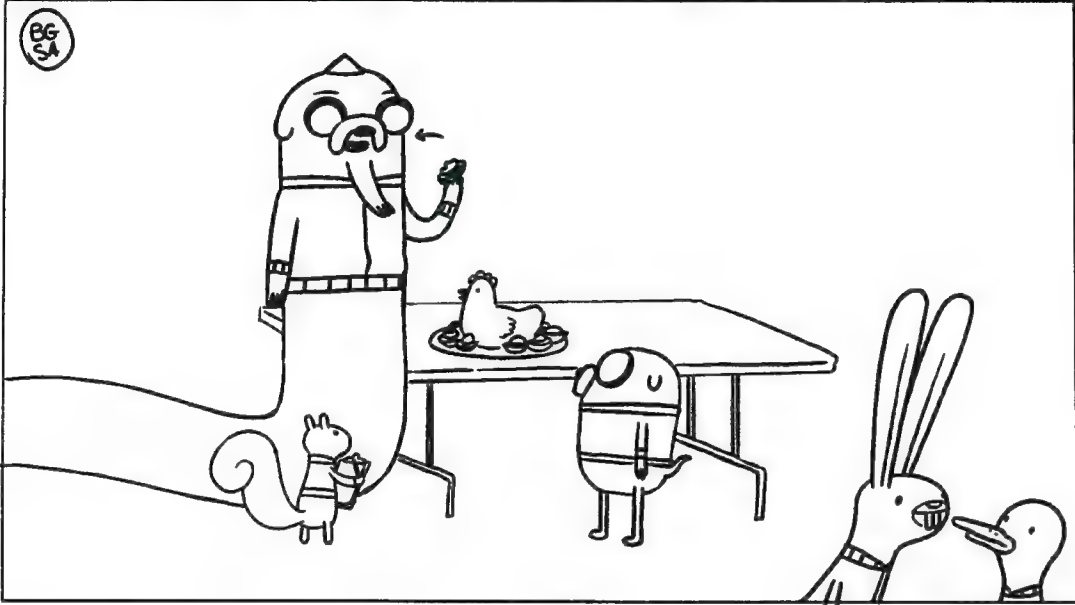
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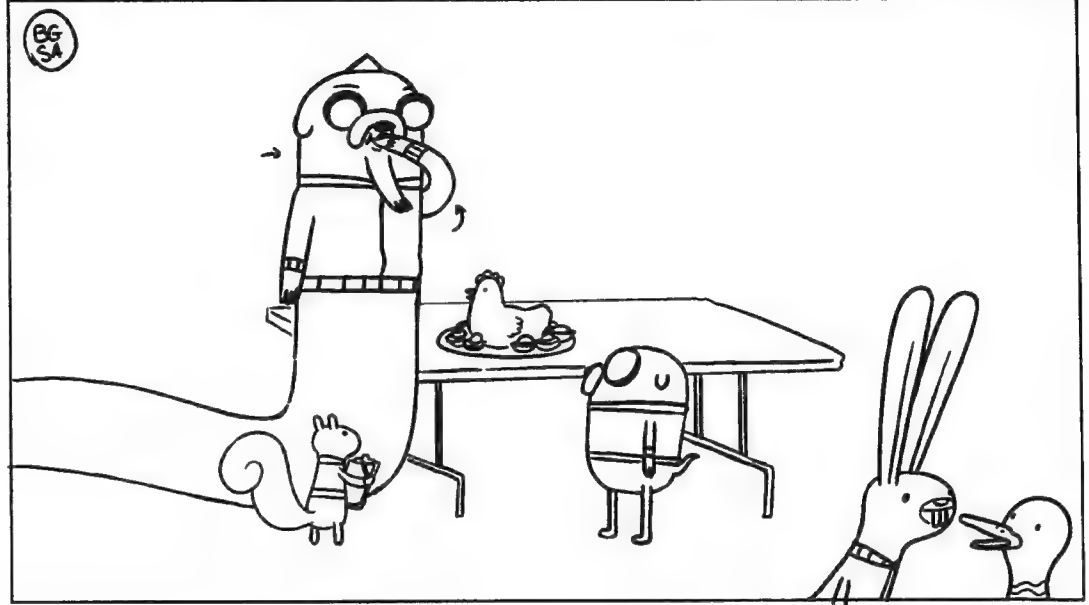
# ADVENTURE TIME



Sc. 12 *CONT* Pnl. B Bg. day night



Sc. 12 *CONT* Pnl. C Bg. day night



Dialog:	<u>KKW</u> : PRESENTATION THIS YEAR, STEVE.	<u>KKW</u> : MM!
Action:	— KKW TASTES AN EGG.	
Timing:		

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	<i>12 cont</i>	Pnl.	D	Bg.	day	night

Dialog:			<p><u>KKW</u>: DAD I'M GLAD YOU STUCK AROUND MM-MM!</p>
Action:			<p>(SQUIRREL WRITES A NOTE ON CLIPBOARD.)</p>
Timing:			

MAR 16 2016

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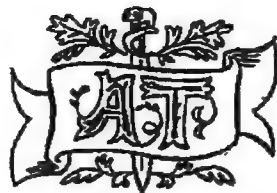
Production :

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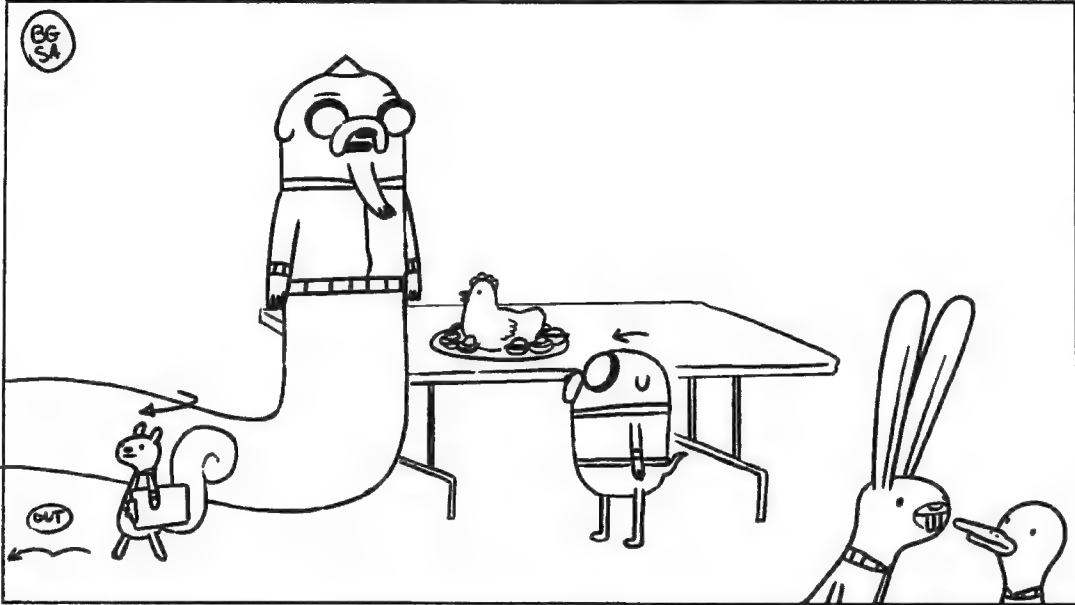
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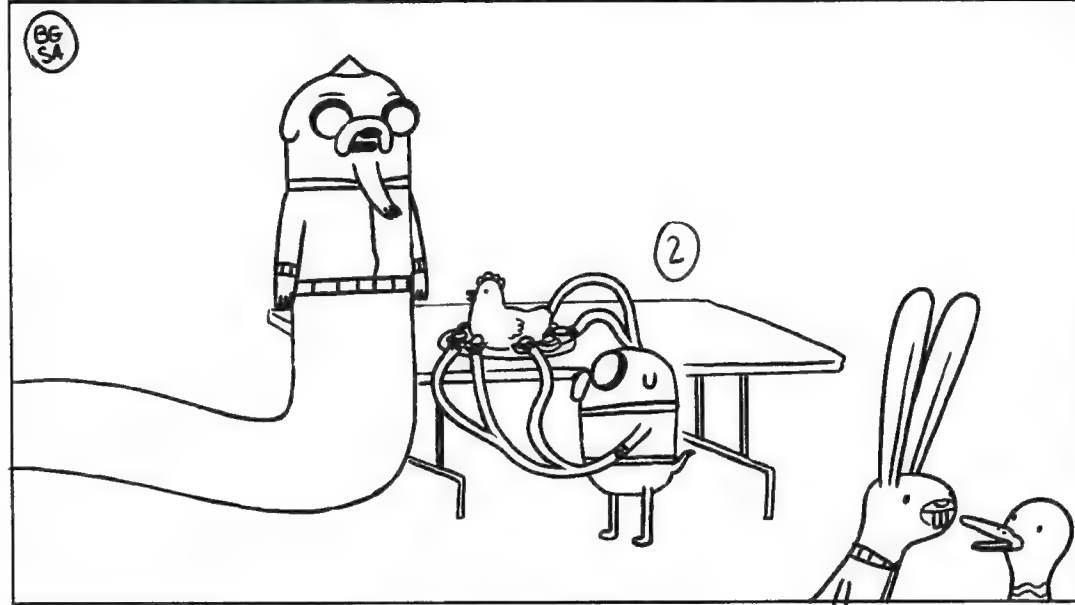
ADVENTURE TIME



Sc. 12 *cont* Pnl. E Bg. day night



Sc. 12 *cont* Pnl. F Bg. day night



Dialog: KKW = I CONFESS I HAD --

KKW = AN ULTERIOR MOTIVE ..

Action: - EXIT SQUIRREL

Timing:



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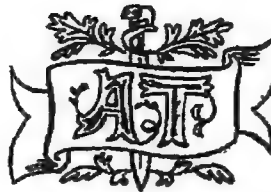
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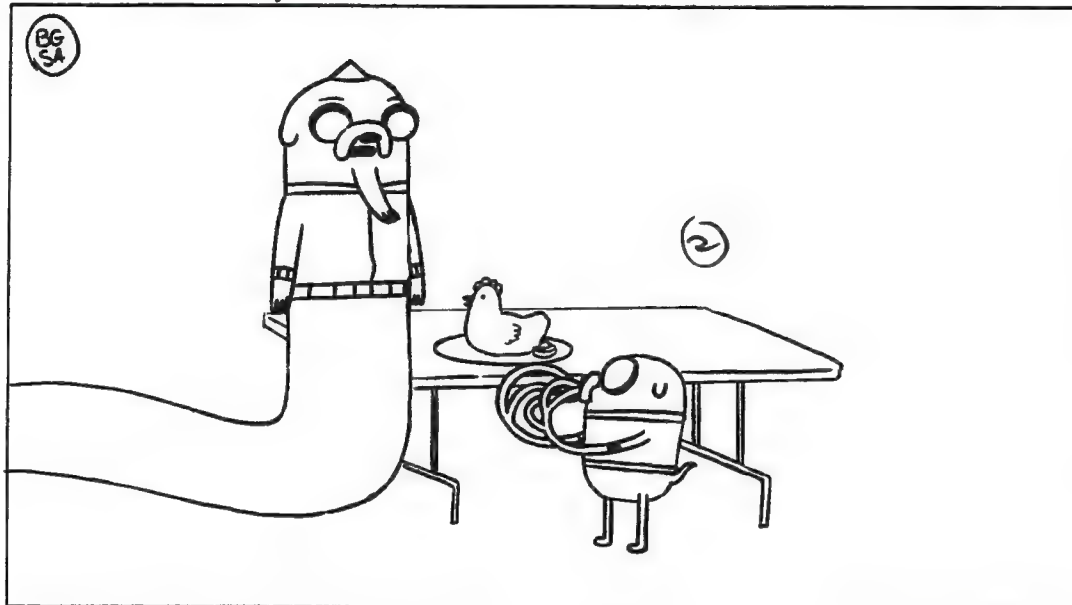


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Sc. 12 cont Pnl. G

Bg.

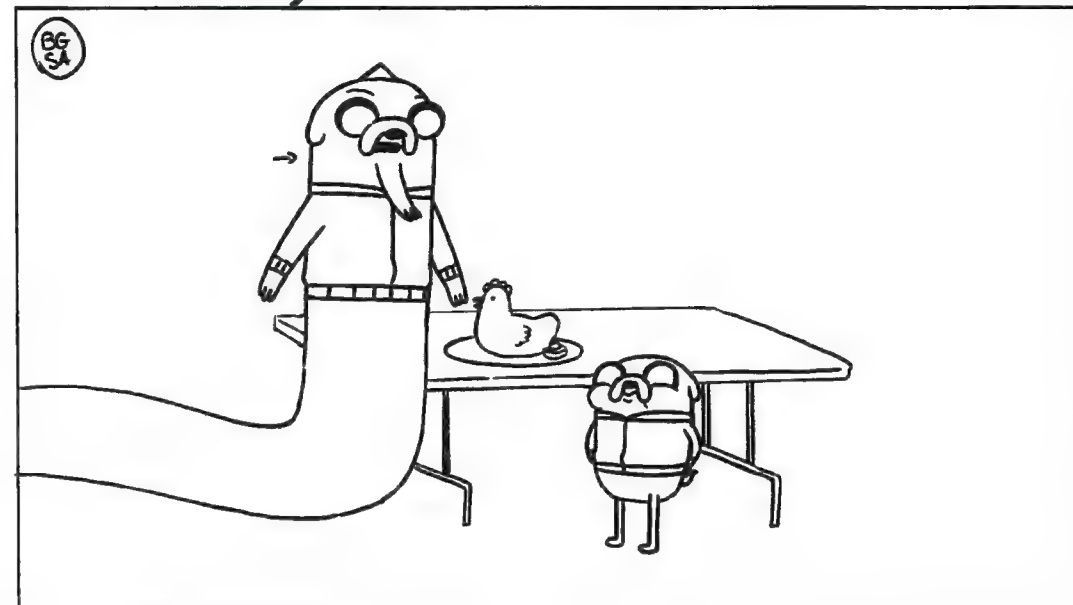
day night



Sc. 12 cont Pnl. H

Bg.

day night



Dialog:

KKW: FOR INVITING YOU

Action:

JAKE STUFFS EGGS IN FACE



SETTLE JAKE

MAR 16 2016

Timing:

EPISODE #

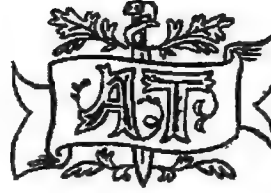
1042-245

Production :

1042 245

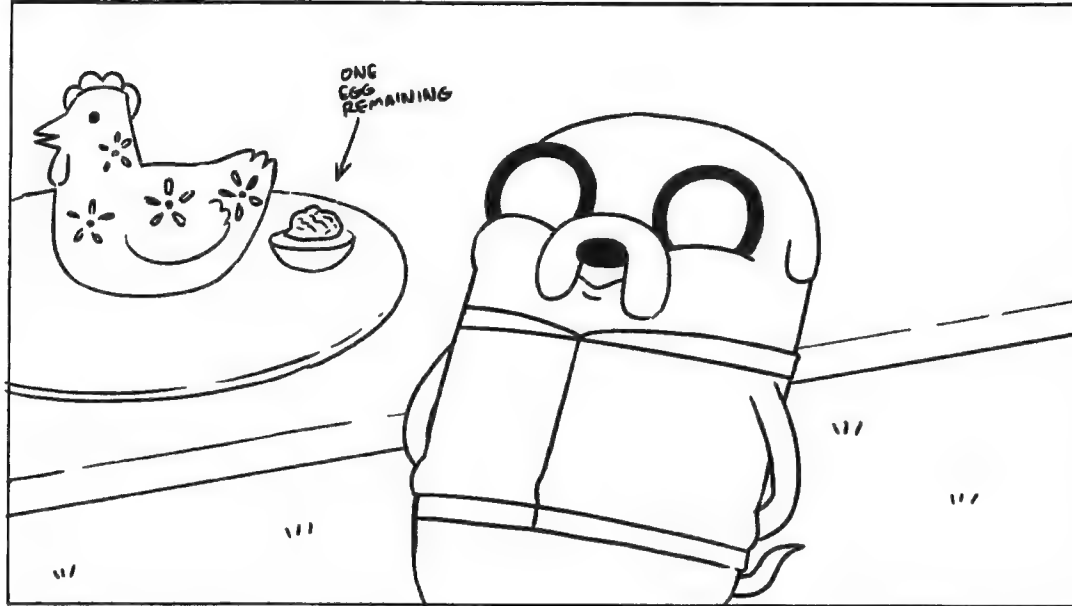
1042 245

# ADVENTURE TIME

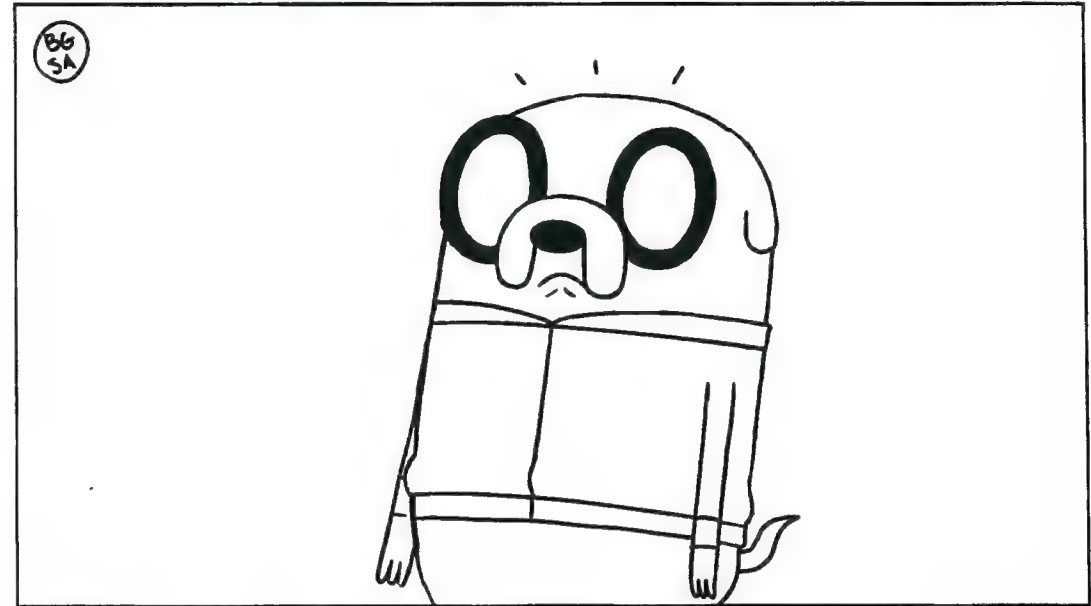


Page 27

Sc. 13 Pnl. A Bg. day night



Sc. 13 cont Pnl. B Bg. day night



Dialog:

KKW (OS): I REALLY NEED  
YOUR ADVICE ON  
SOMETHING.

Action:

Timing:

MAR 18 2016

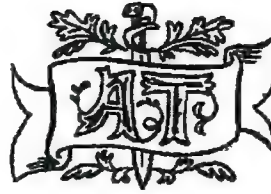
EPISODE # 1042-245

Production :

1042 245

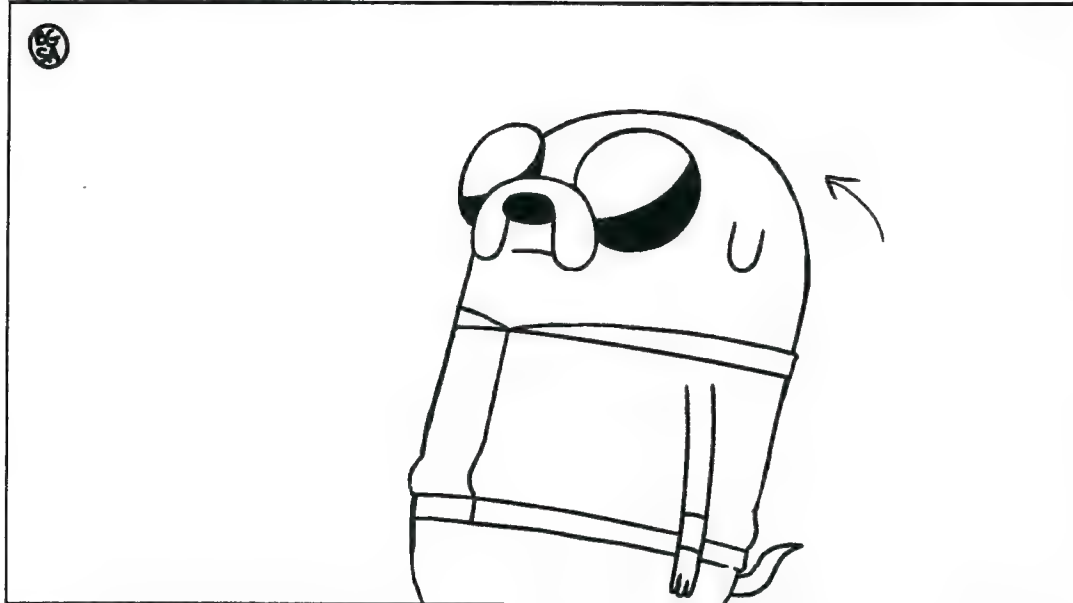


# ADVENTURE TIME

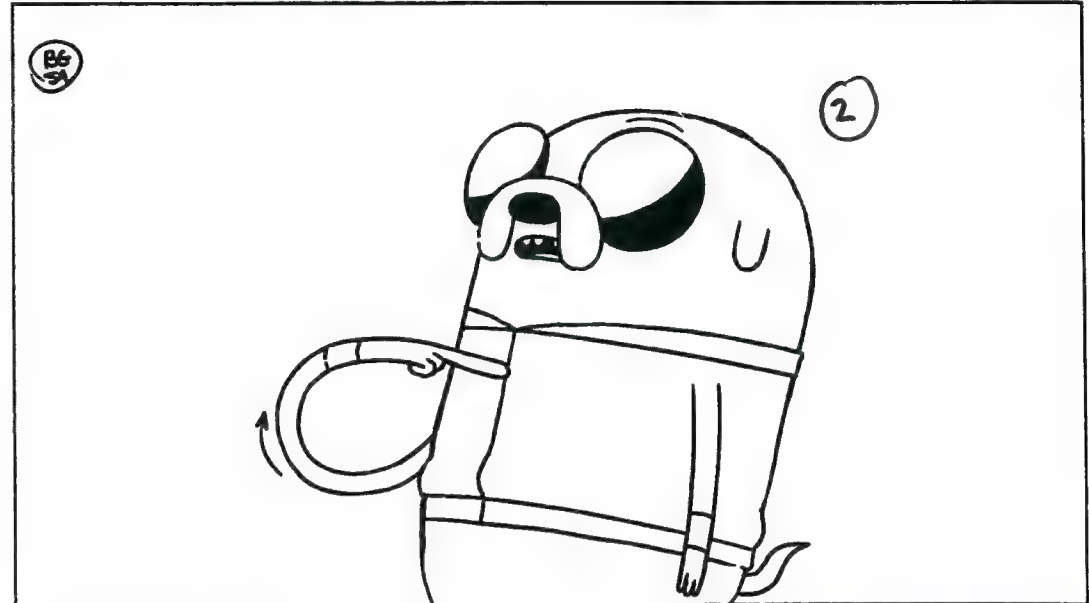


Page 28

Sc. 13 cont Pnl. C Bg. day night



Sc. 13 cont Pnl. D Bg. day night



Dialog:	<u>J: MY ADVICE?</u>
Action:	-J. POINTS TO HIMSELF MAR - B
Timing:	Break Down pose. Animate through



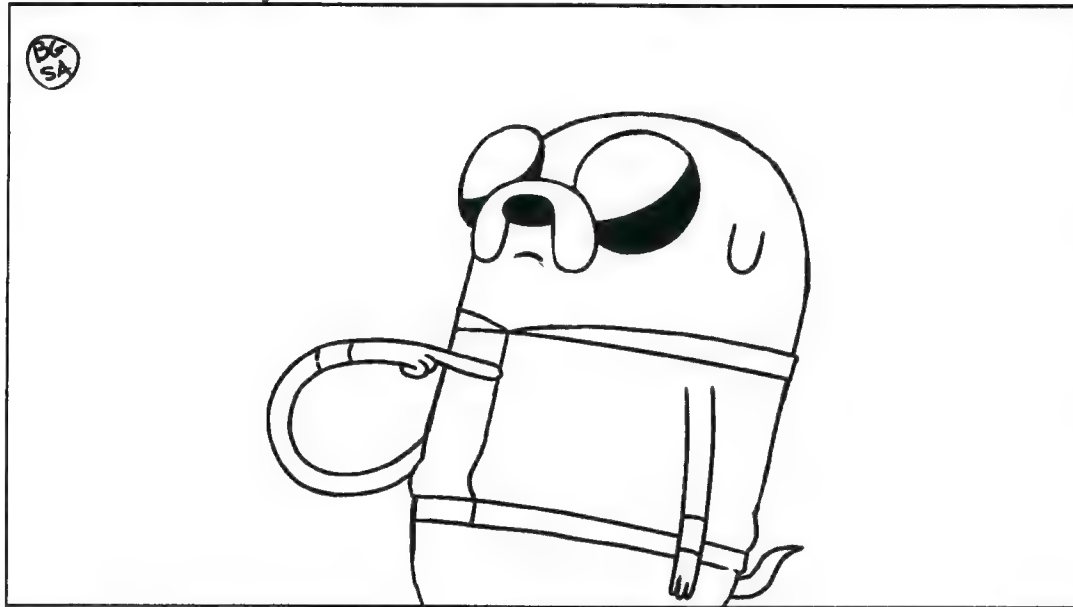
# ADVENTURE TIME



Page 29

29A next

Sc. 13 CONT Pnl. E Bg. day night



Sc. 14 Pnl. A Bg.



Dialog:

Action:

- WIPE TO:  
KKW'S HOUSE IN THE FOREST.

MAR 1 8 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 29A

day 30 next

Sc. 14 cont Pnl. B Bg. day night



Sc. 14 cont Pnl. C Bg. day night



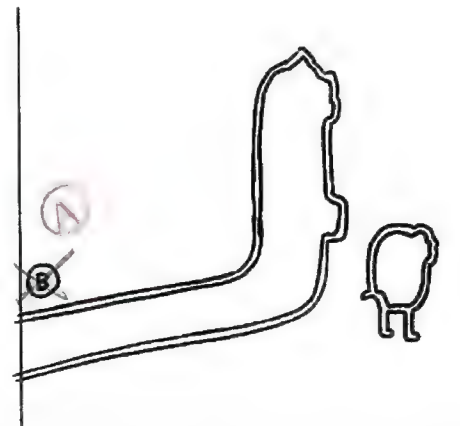
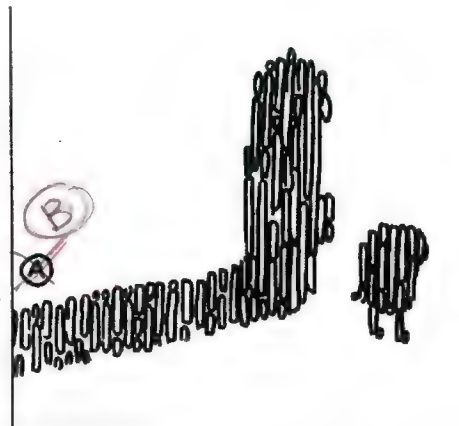
1042-245

EPISODE #

Dialog:

Action:

Timing:



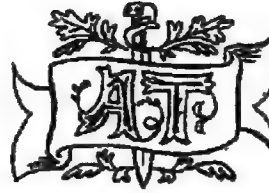
-F+J TELEPORT ON/S.  
MAR 16 2016

Production :

1042 245



# ADVENTURE TIME

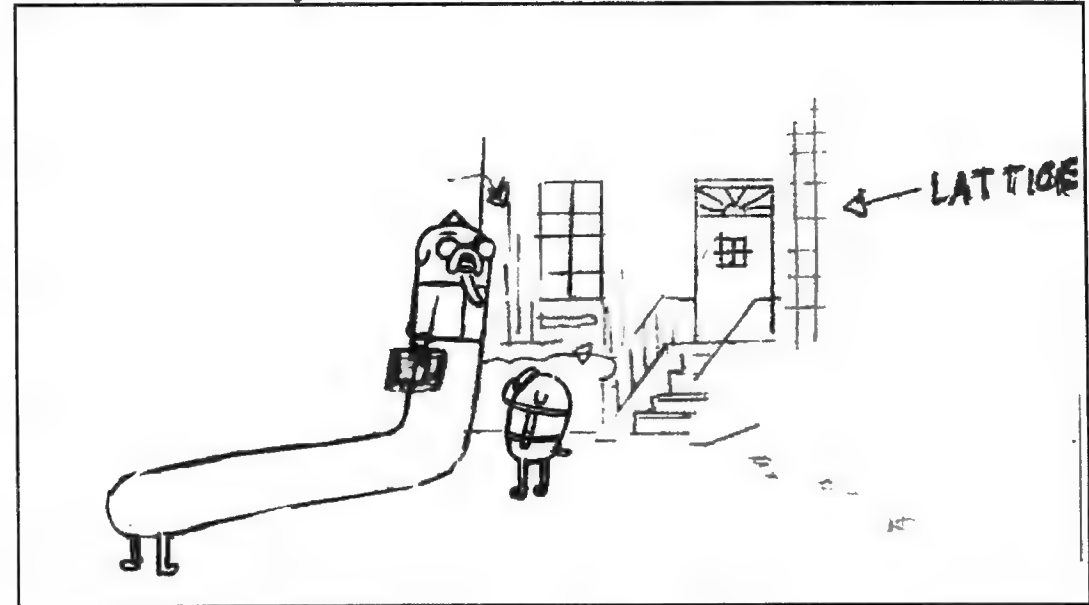


Page 30

Sc. 14 *CONT* Pnl. D Bg. day night



Sc. 14 *CONT* Pnl. E Bg. day night



Dialog:

KKW: Parenting advice -  
I DON'T KNOW HOW TO DEAL WITH

KKW: -- MY DAUGHTER BROWWYN.

Action:

- KKW + J WALK TOWARDS HOUSE

- KKW + JAKE TURN TOWARDS EACH OTHER.

MAR 10 2016

Timing:

EPISODE # 1042-245

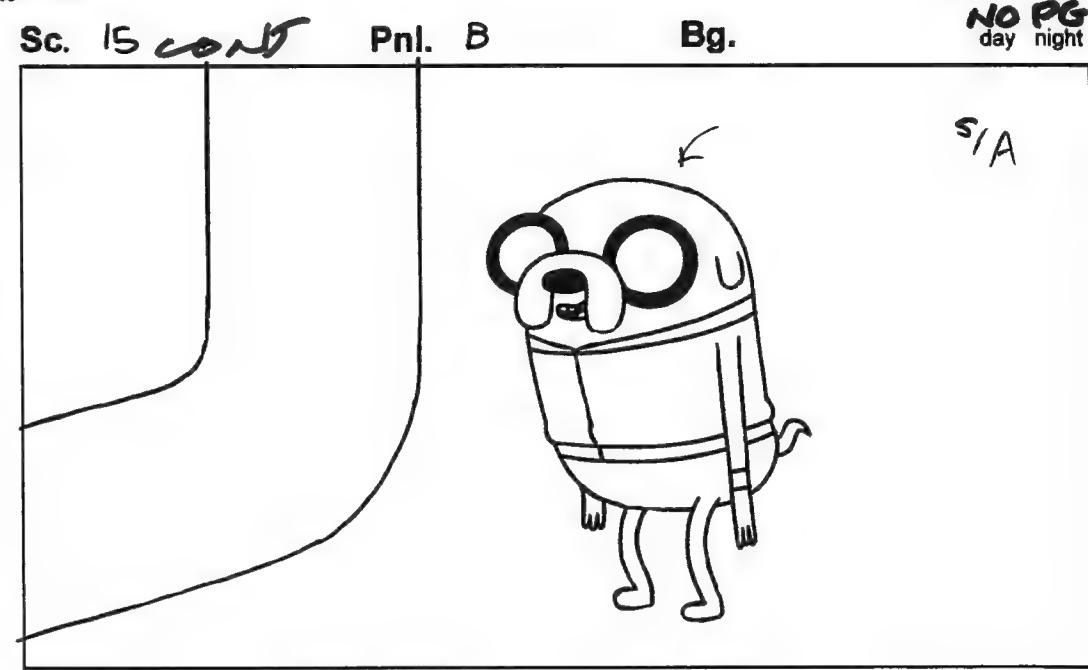
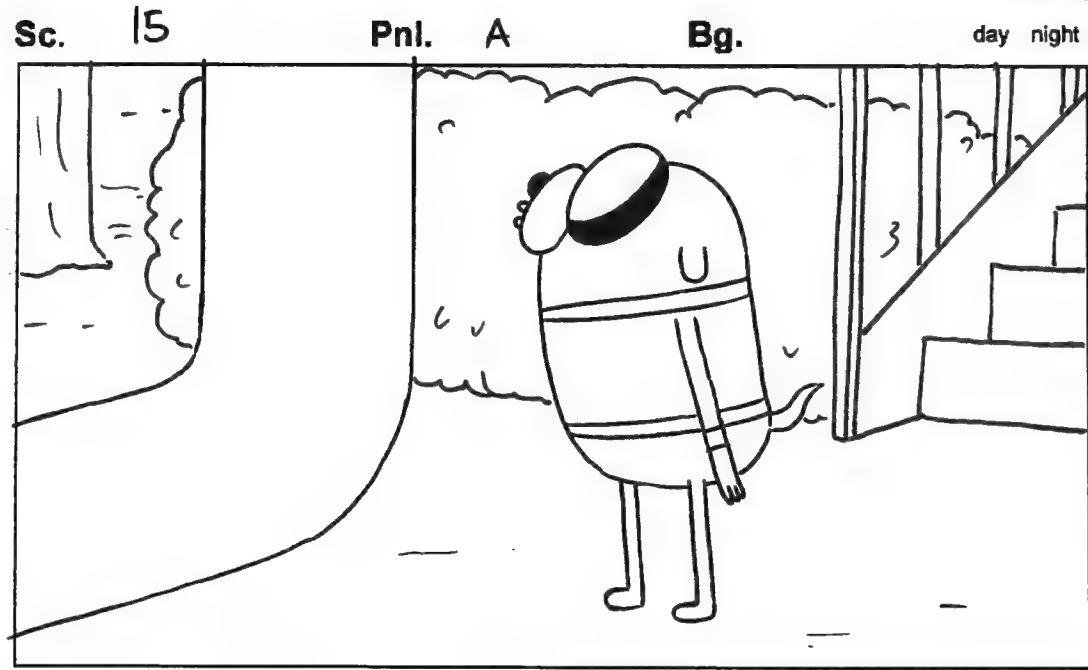
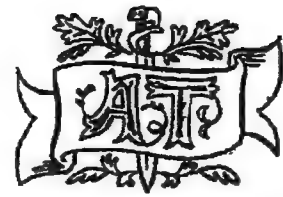
Production :

1042 245

1042 245

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# ADVENTURE TIME



Dialog:  
F: I HAVE A GRAND-DAUGHTER!?

F: SIKE, I KNEW THAT!...

Action:

MAR 16 2016

Timing:

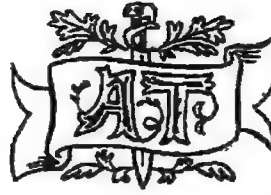
EPISODE # 1042-245

Production :

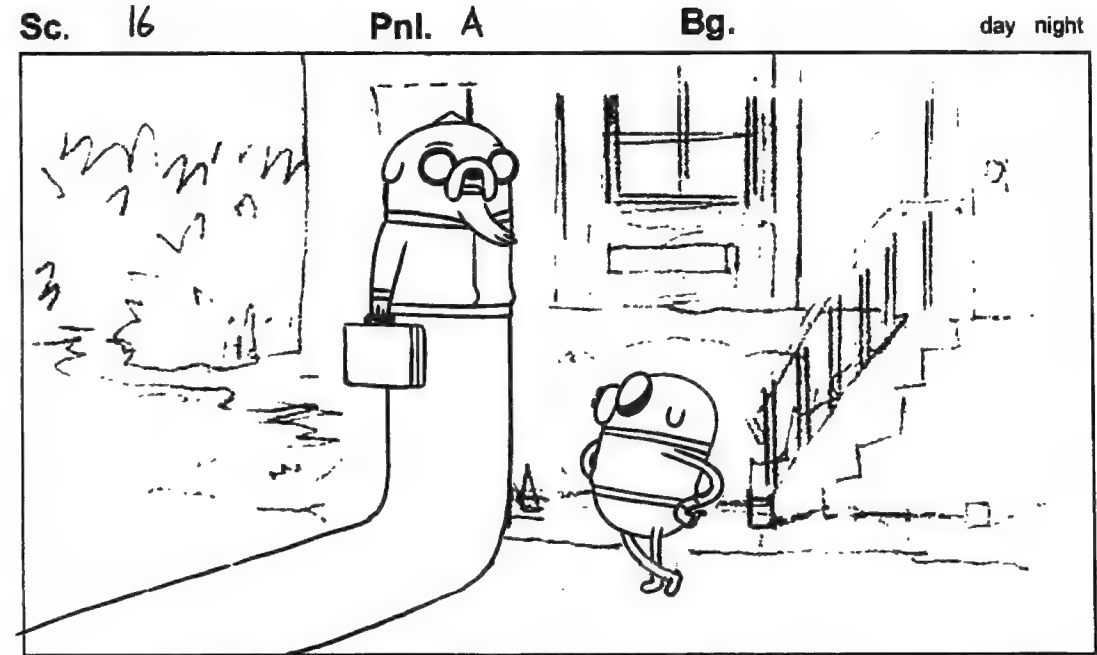
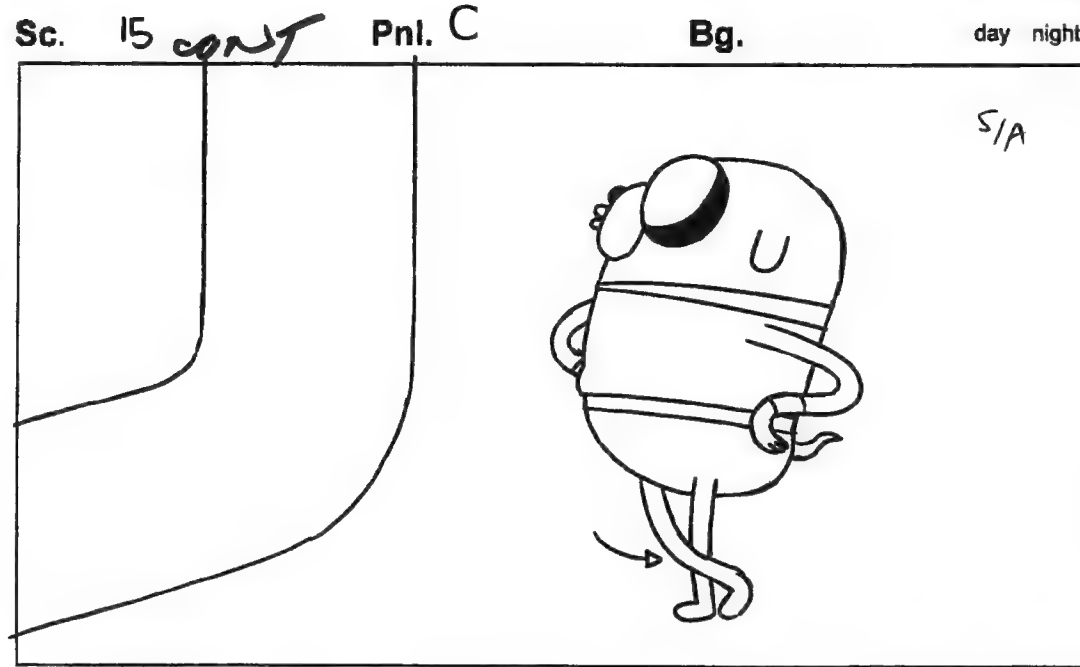
1042 245

1042 245

# ADVENTURE TIME



Page 33



Dialog: J: WHAT'S THE PROBLEM, MIJO.

Action: - JAKE INTO JAUNTY POSE

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

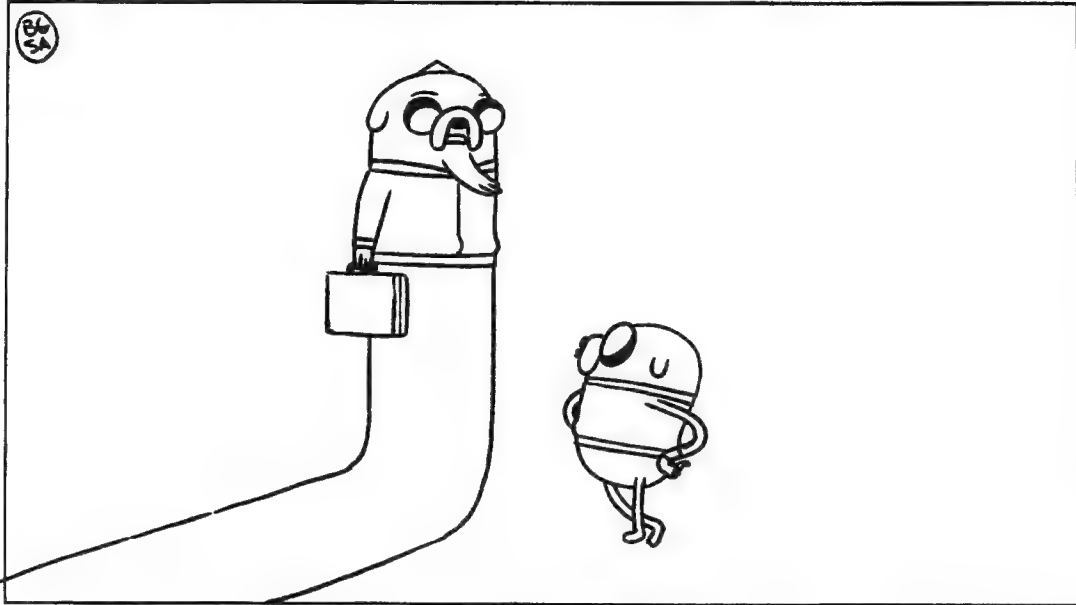
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ADVENTURE TIME

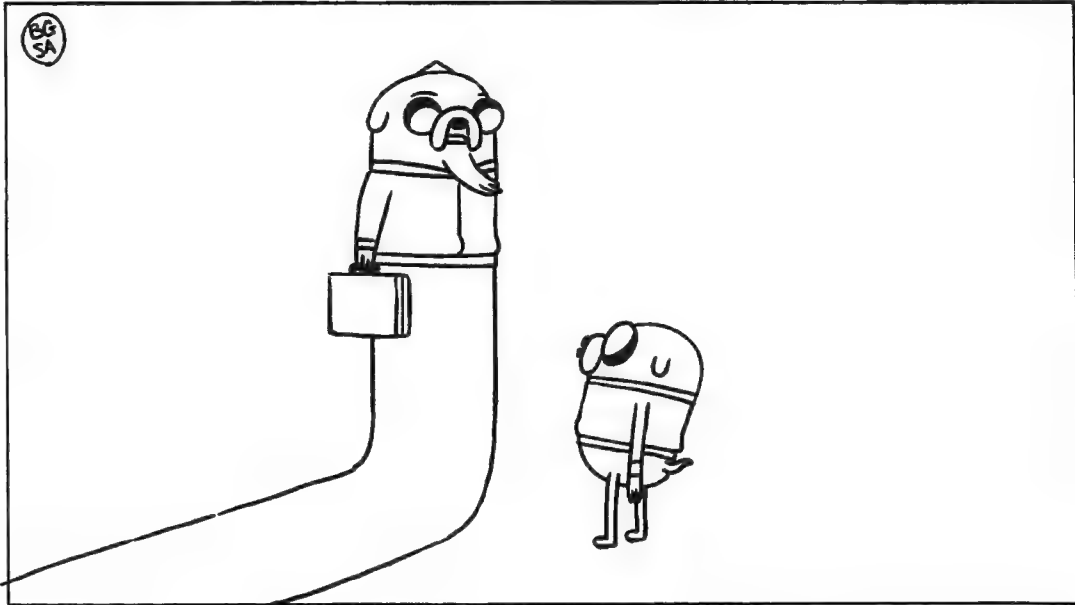


Page 34

Sc. 16 *CONT* Pnl. B Bg. day night



Sc. 16 *CONT* Pnl. C Bg. day night



Dialog:	<u>KKW</u> : BRONWYN IS NOT DOING WELL..	<u>KKW</u> : --AT SCHOOL.
Action:	- SETTLE JAKE (LESS COCKY)	
Timing:	MAR 1 8 2016	

EPISODE # 1042-245

Production :

1042 245

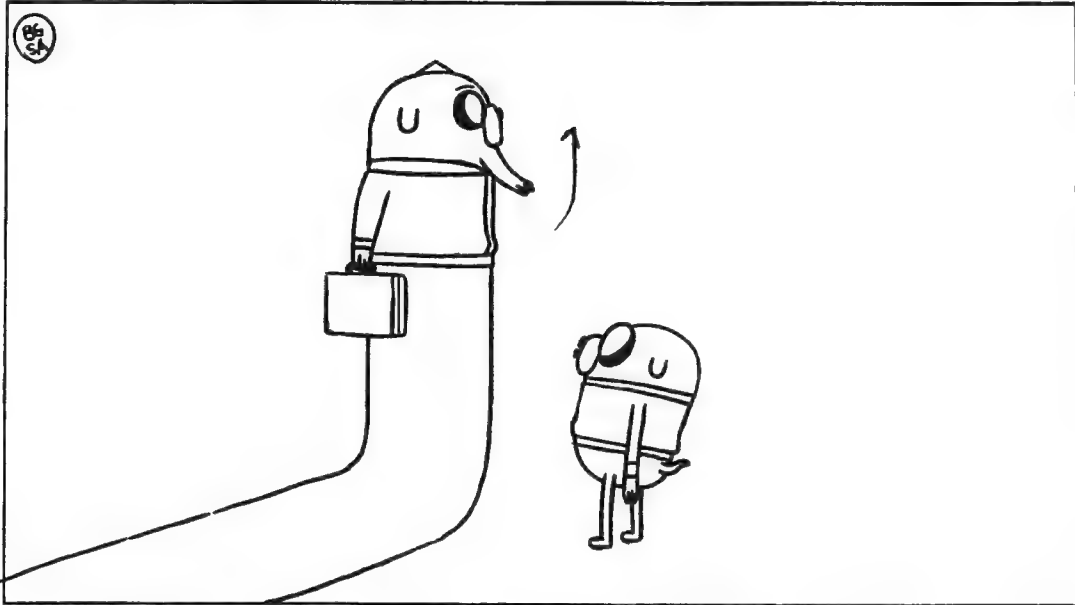
1042 245



ADVENTURE TIME



Sc. 16 *cont* Pnl. D Bg. day night

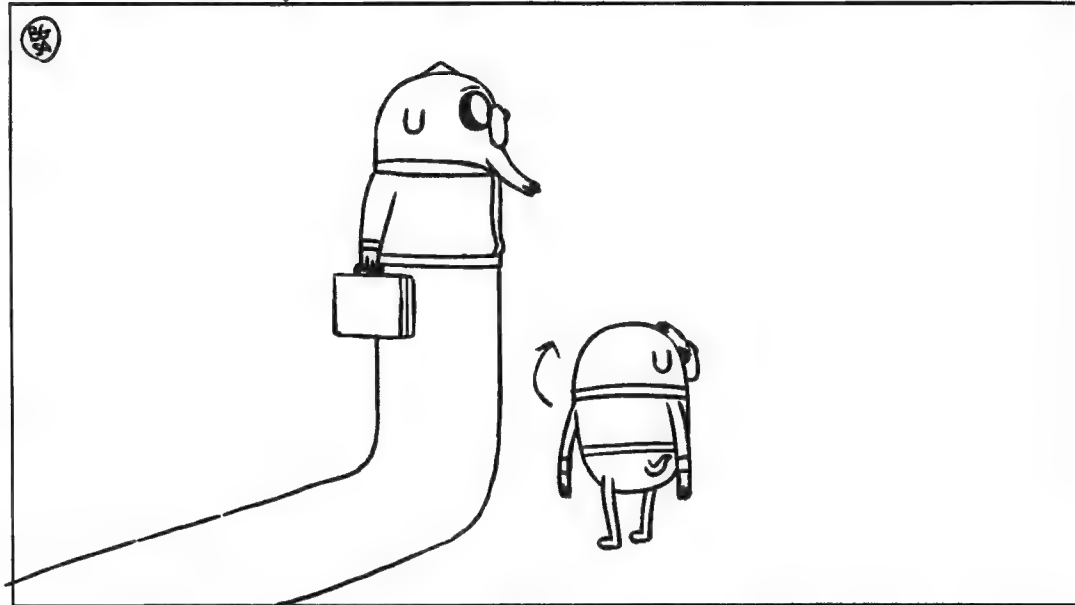


Dialog: KKW: SHE SEEMS TO BE --

Action: - KKW LOOKS UP.

Timing:

Sc. 16 *cont* Pnl. E Bg. day night



Dialog: KKW: -- BUSY ENOUGH --  
WITH HOMEWORK.

Action: - J TURNS.

Timing:

MAX 16 2016

Production :

EPISODE #

1042-245

1042 245

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					17	A			

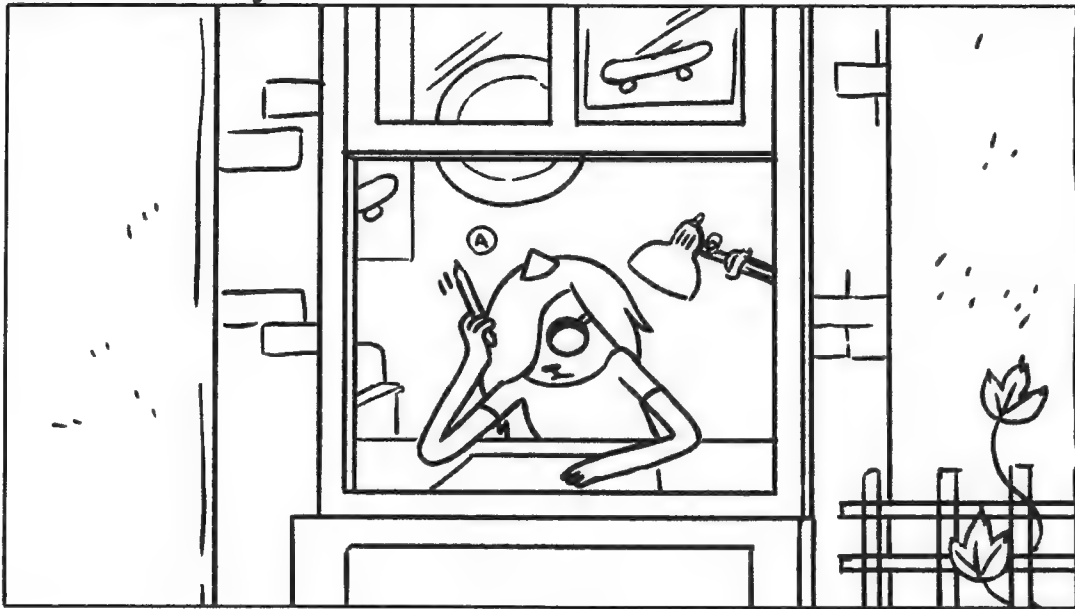
Dialog:	KKW (OS): -- WHEN SHE'S HERE BUT HER...	
Action:	- BRONWYN WIGGLES PENCIL AS SHE STARES AT PAPER.	- DRIFT IN ON BRONWYN MAR 16 2016
Timing:		

ADVENTURE TIME

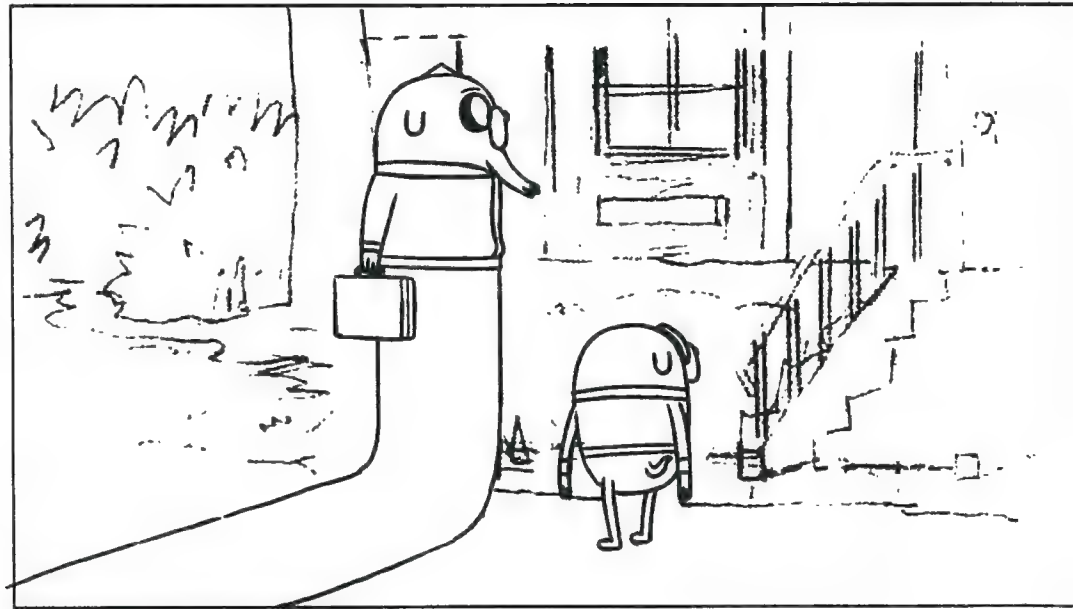



Page 37

Sc. 17 *cont* Pnl. B Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:	<u>KKW</u> (O.S.): GRADES ARE SLIPPING.		<u>KKW</u> : AND HER TEACHER SAYS--
Action:	(CYCLE A & B)		MAR 16 2016
Timing:			

1042 245

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EPISODE #

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1042 245

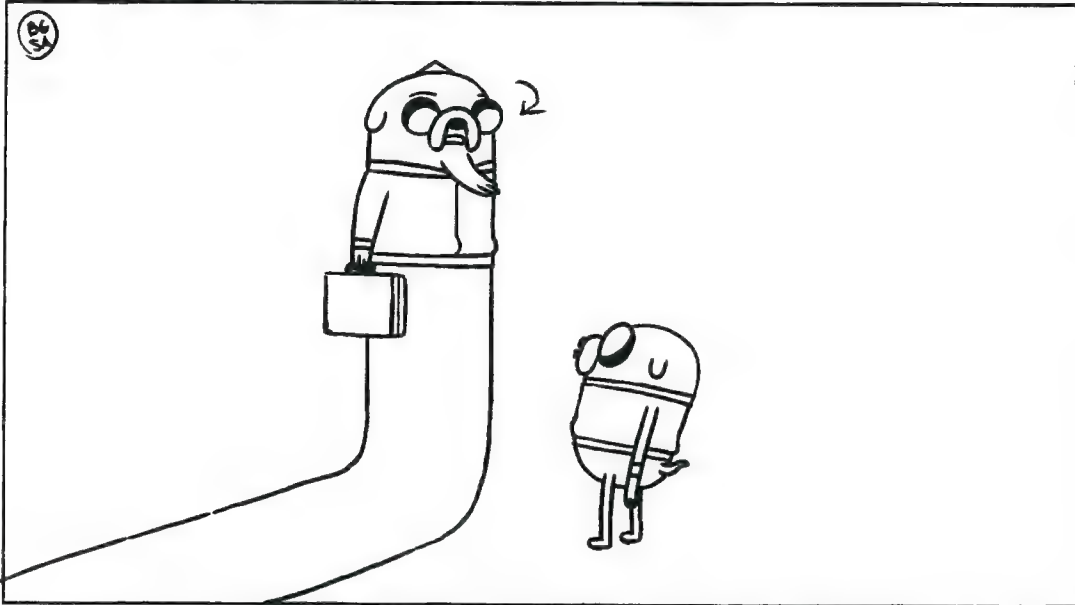
Production :

ADVENTURE TIME

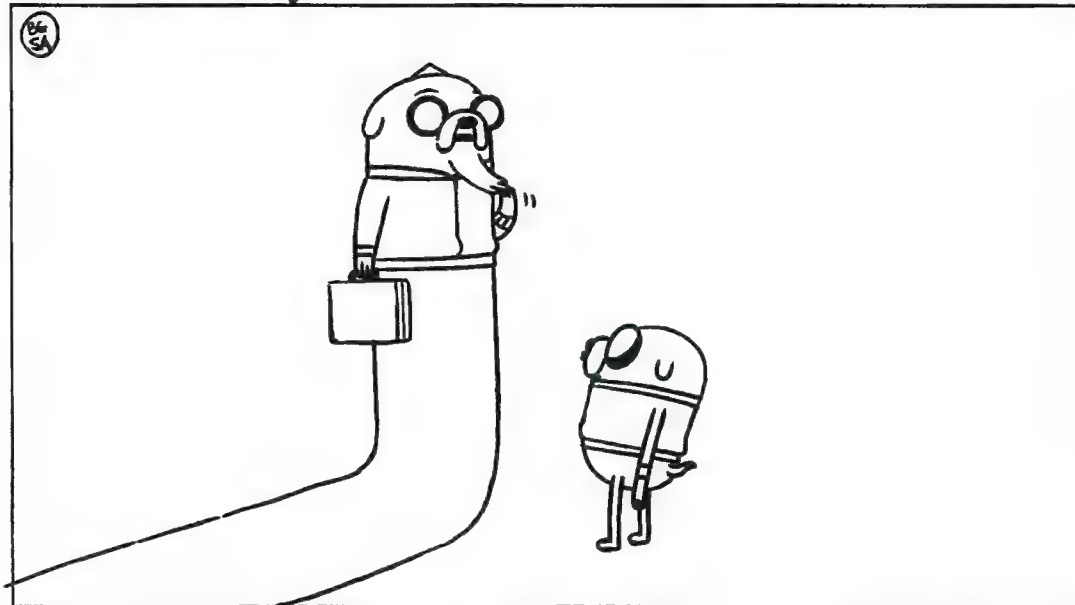


Page 38

Sc. 18 *cont* Pnl. B Bg. day night



Sc. 18 *cont* Pnl. C Bg. day night



Dialog:	<u>KKW</u> : SHE KEEPS FALLING ASLEEP AT HER DESK...	<u>KKW</u> : BUT WHY IS SHE -- SO UNENGAGED?
Action:		
Timing:		

MAR 18 2016

1042 245

EPISODE # 1042-245  
1042 245

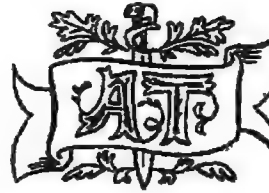
Production :

1042 245

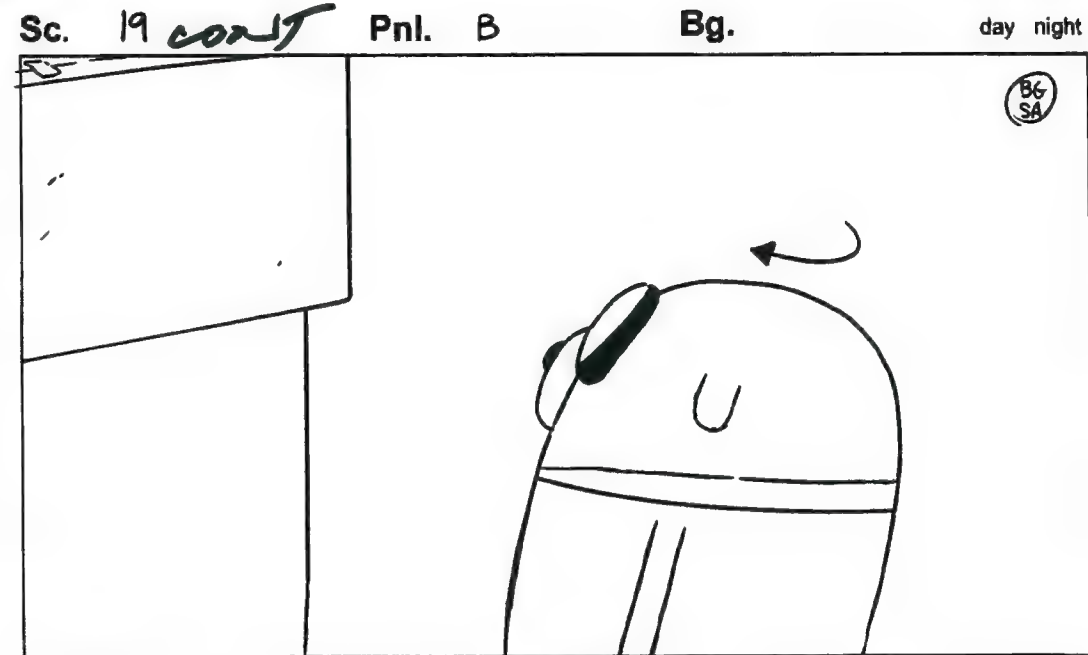
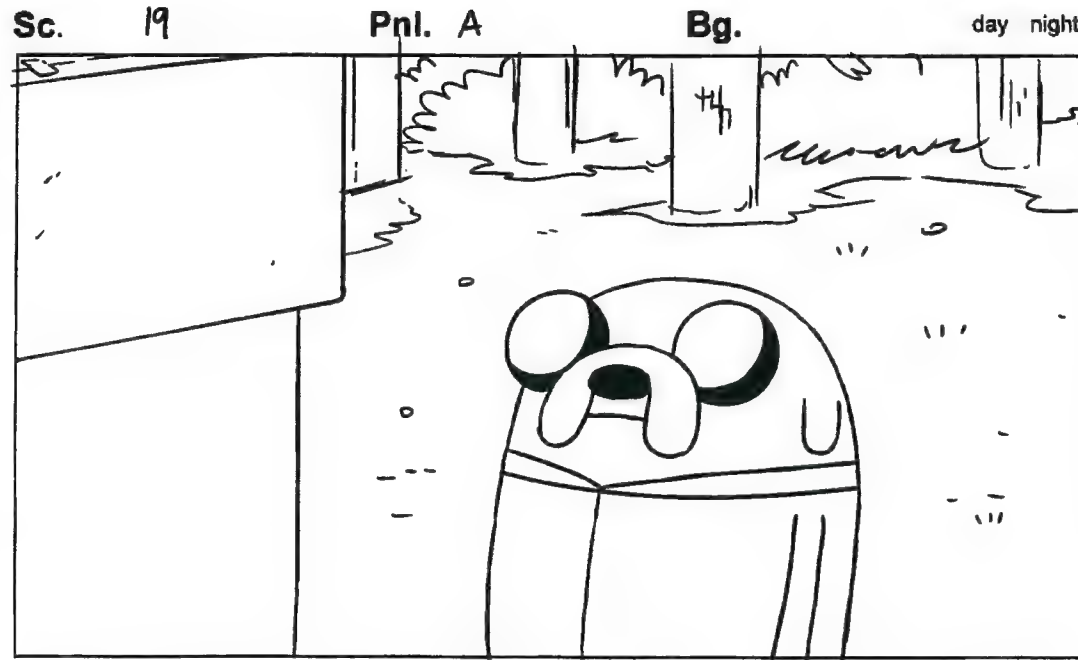
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# ADVENTURE TIME



Page 39



Dialog:

KKW (OS): HOW CAN I MANAGE  
HER TOWARDS --

KKW (OS): --FINANCIAL SUCCESS

Action:

(JAKE LOOKS BACK AT BRONWYN'S  
WINDOW.)

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 40  
**NO PG 41**  
day night

Sc. 20

Pnl. A

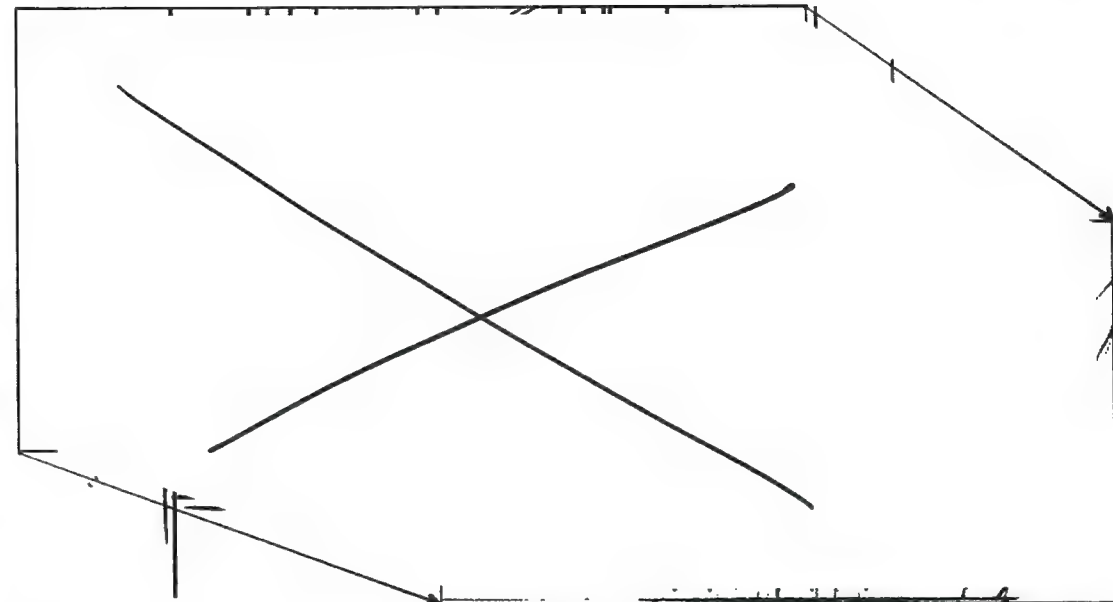
Bg.

day night

Sc.

Pnl. -

Bg.



Dialog:

KKW (OS): IF SHE'S - THAT -- UNENGAGED?

Action:

PAN OVER TO A TRELLIS BESIDE  
BRONWYN'S WINDOW.

MAR . 6 2016

Timing:

EPISODE # 1042-245

1042 245

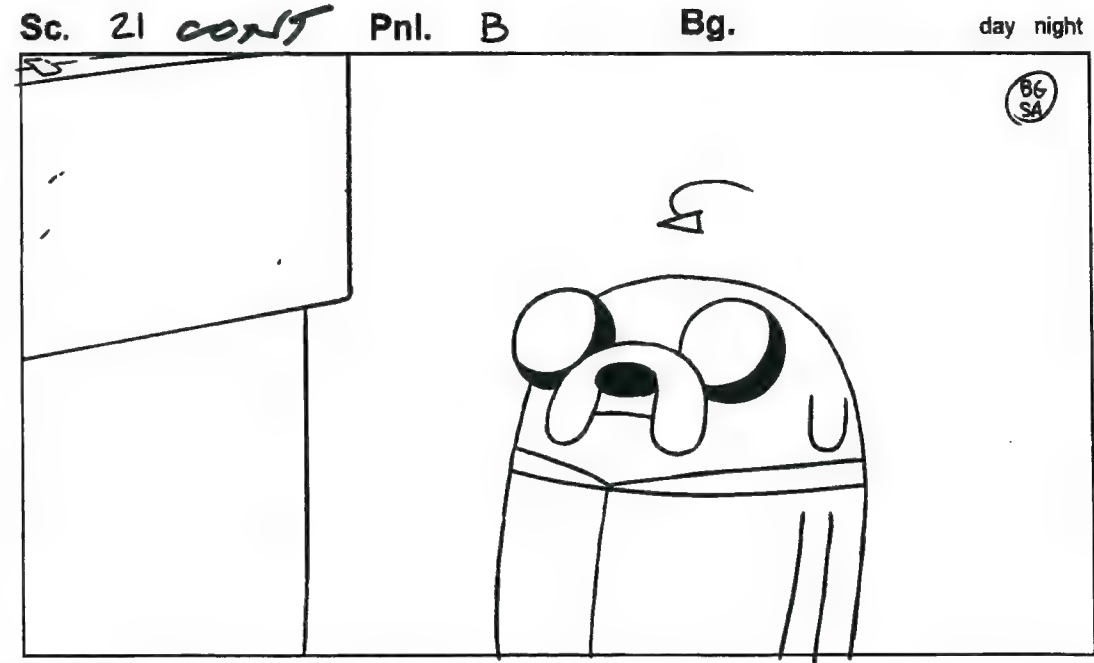
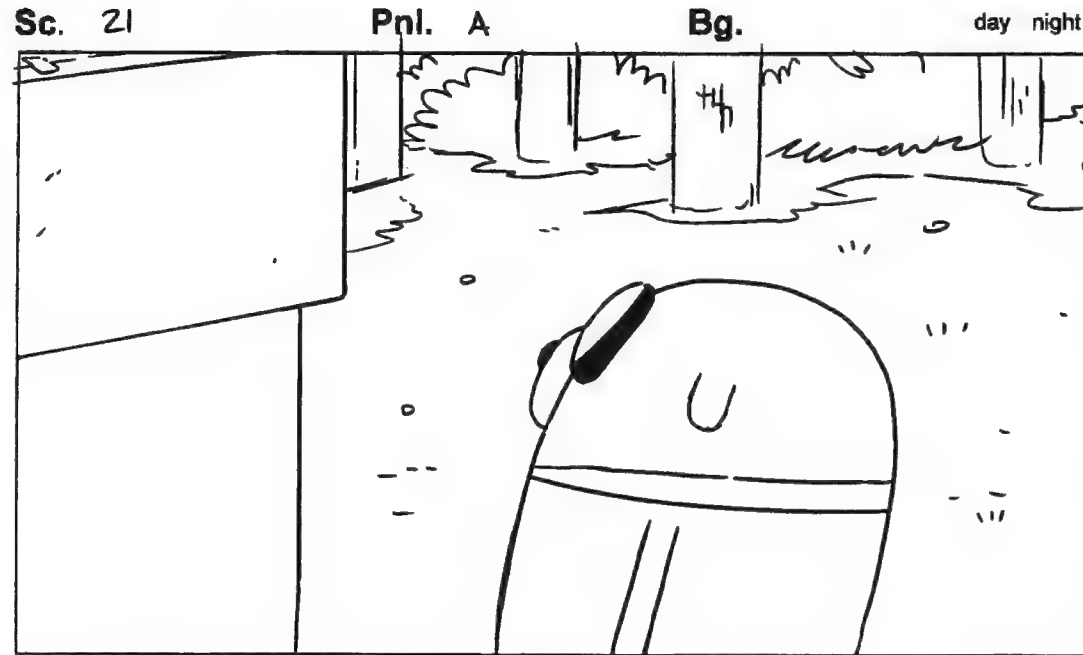
Production :

1042 245

# ADVENTURE TIME



Page 42



Dialog:	<u>KKW</u> : I THOUGHT YOU MIGHT --	<u>KKW</u> : --HAVE SOME INSIGHT,
Action:		
Timing:	MAR 16 2016	

1042-245

EPISODE #

1042 245

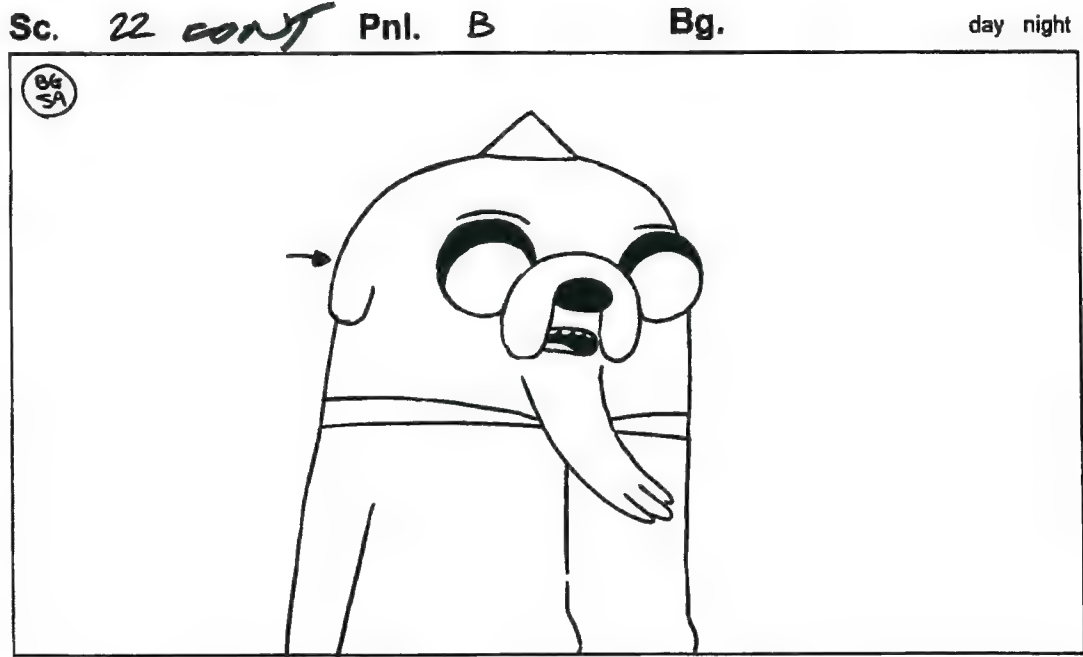
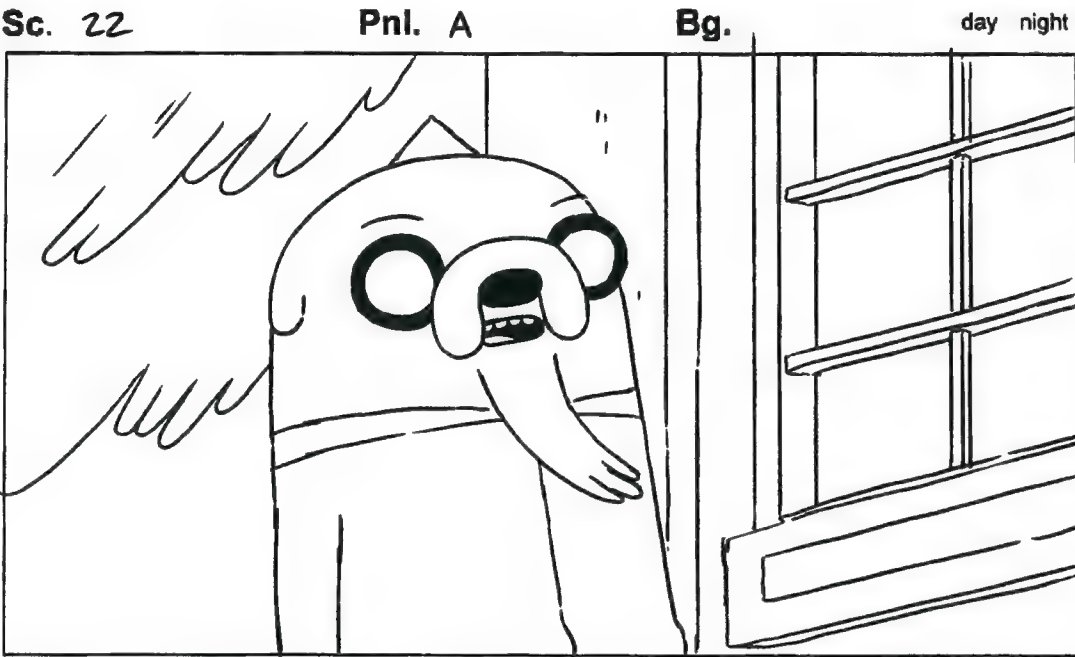
Production :

1042 245

1042 245

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ADVENTURE TIME



Dialog:	<u>KKW</u> : BECAUSE OF YOUR TEENAGE --	<u>KKW</u> : -- KIND OF LIFESTYLE.
Action:	- KKW LEANS FORWARD SLIGHTLY,	
Timing:	MAR 16 2016	

EPISODE # 1042-245

1042 245

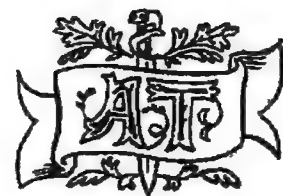
Production :



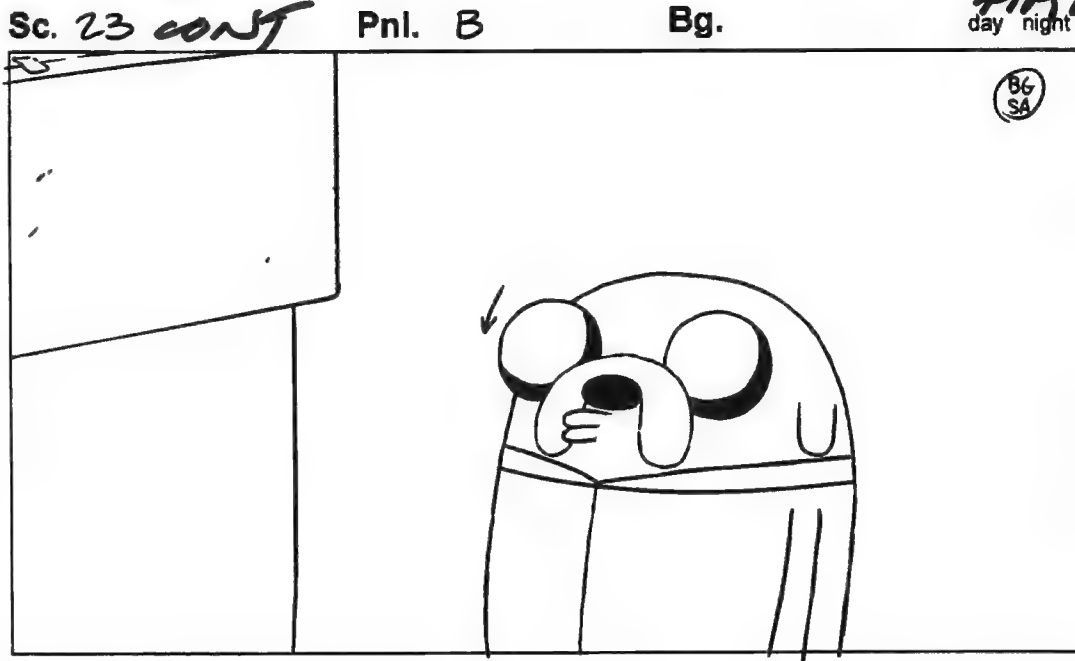
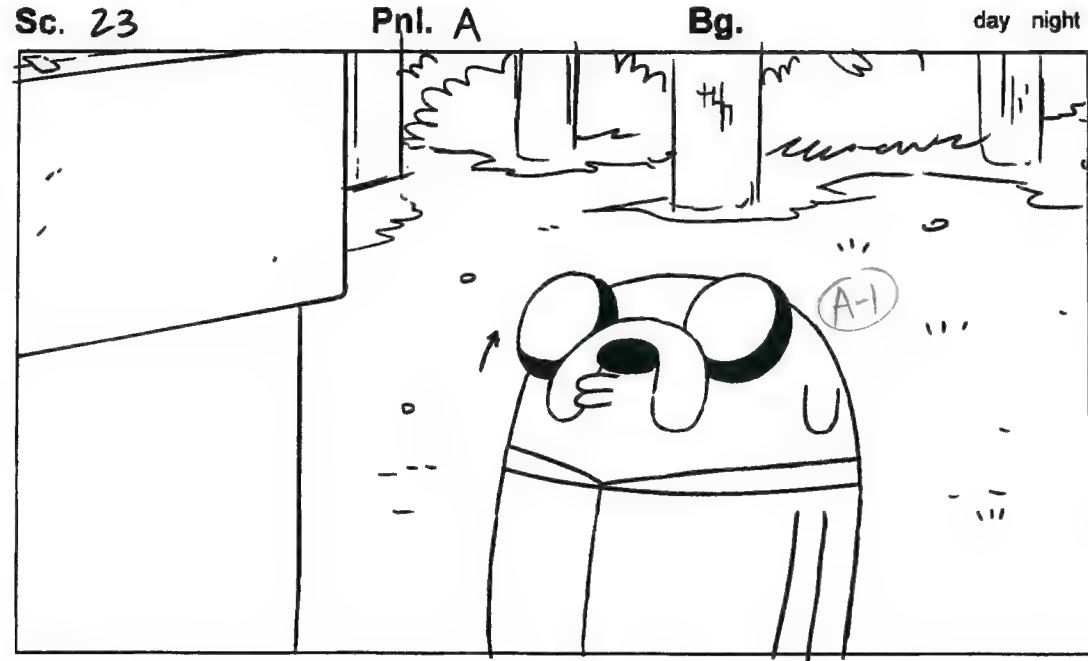
1042 245

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# ADVENTURE TIME



Page <sup>44</sup>  
~~44~~ **45** **NEXT**  
day night



Dialog:		
Action:		JAKE NODS x2
Timing:		MAR 1 & 2016

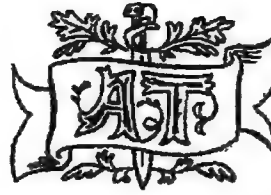
EPISODE # 1042-245

Production :

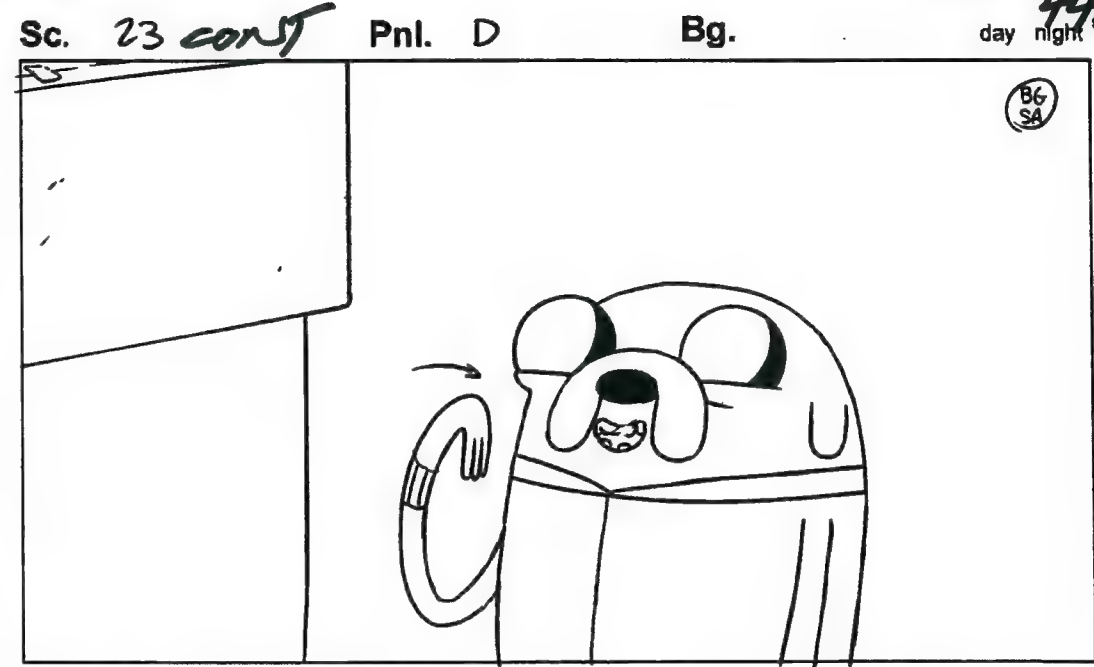
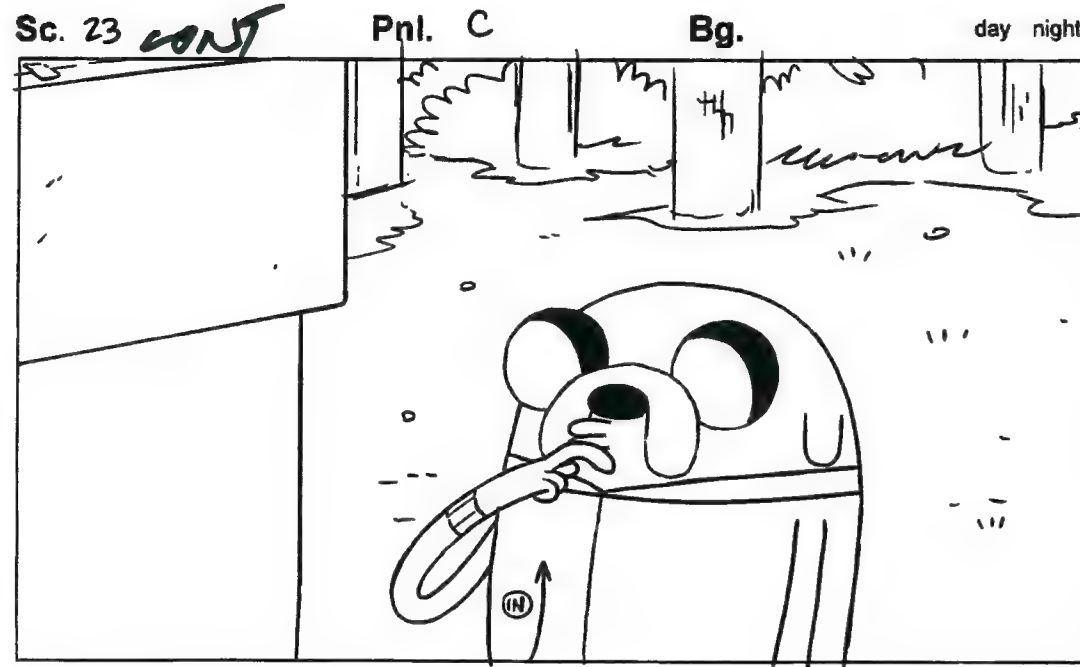
1042 245

1042 245

# ADVENTURE TIME



Page 44A  
~~44D~~ NEXT  
 day night



Dialog:	③ WHAT SAY WE RIFFLE THRU HER BIZ NEXT TIME SHE'S OUT?
Action:	- J. THINKS (CYCLE A+B 3x)
Timing:	

1042-245

EPISODE #

1042 245

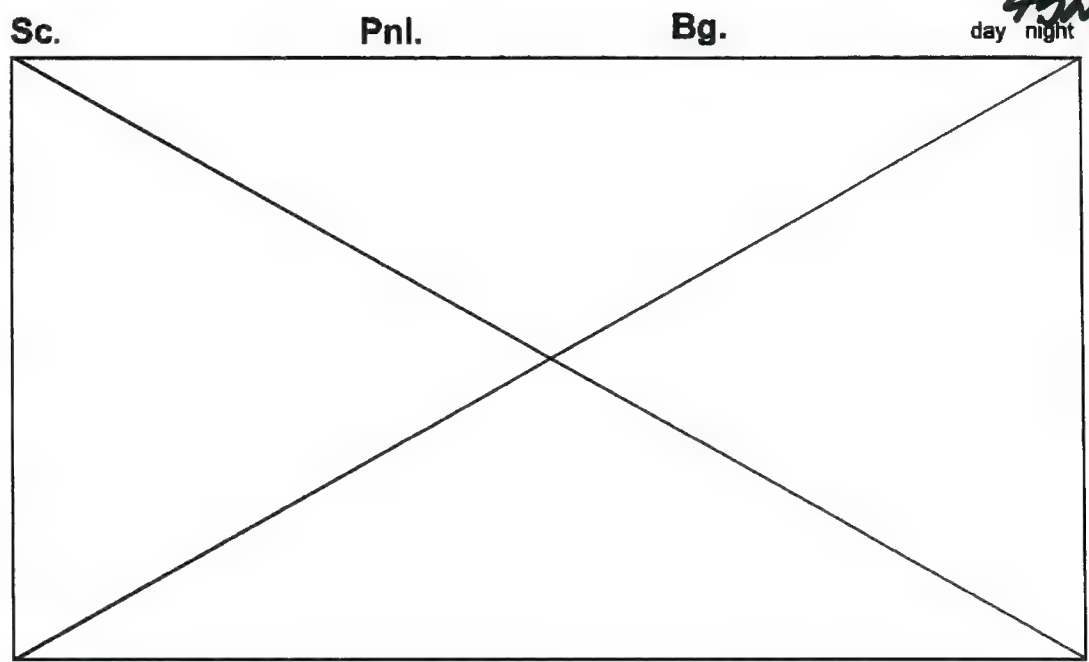
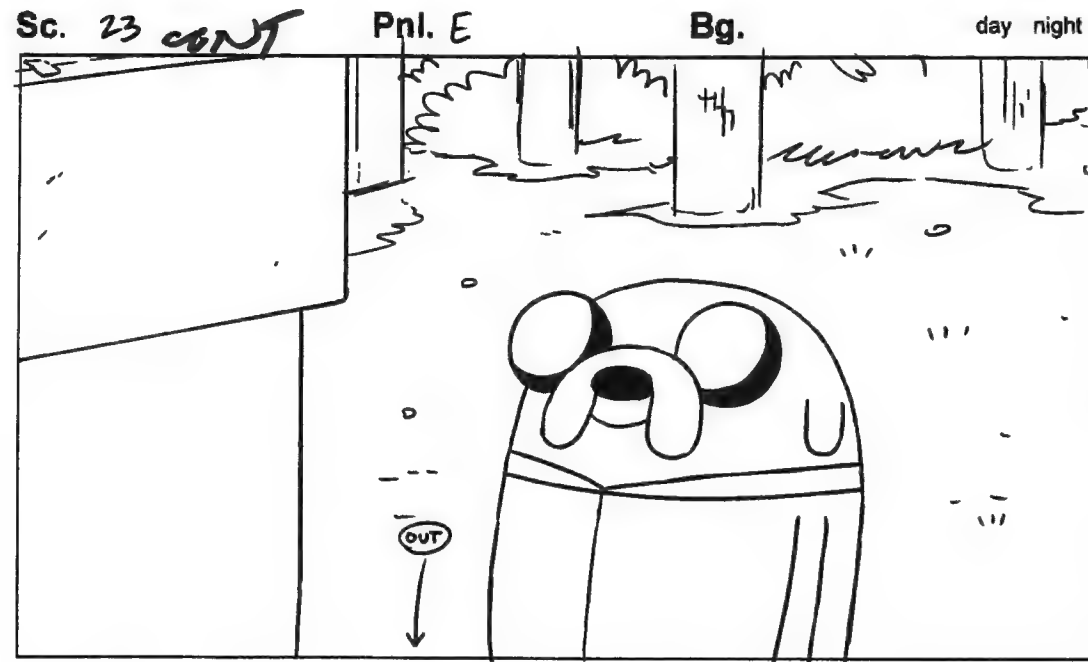
Production :

1042 245

1042 245

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# ADVENTURE TIME



Dialog:
Action:
Timing:

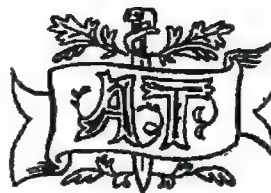
MAR 18 2016

EPISODE # 1042-245  
Production :

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1042 245

# ADVENTURE TIME



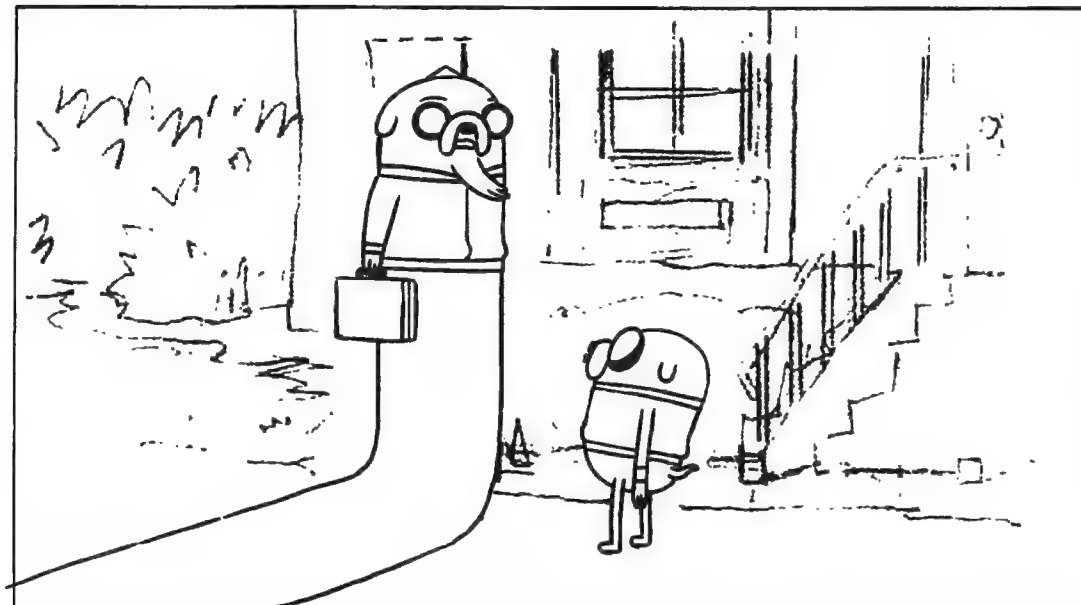
Page 45

Sc. 24

Pnl. A

Bg.

day night

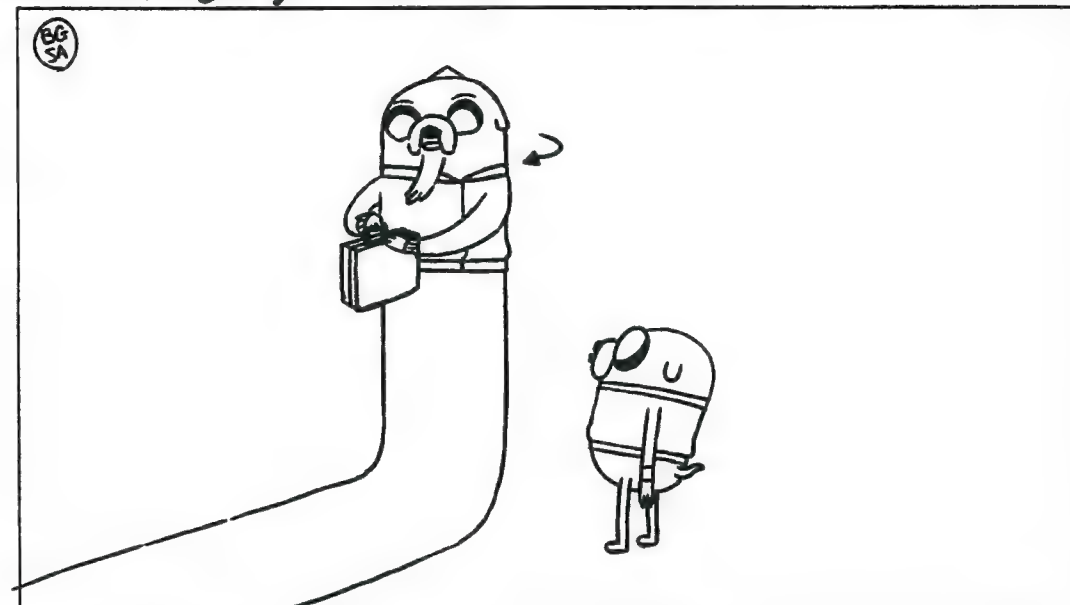


Sc. 24 *cont*

Pnl. B

Bg.

day night



Dialog:

KKW: WELL, I'M NO SNOOP--

KKW: BUT...

Action:

- KKW REACHES FOR BRIEF CASE.

Timing:

MAR 16 2016

Production :

EPISODE #

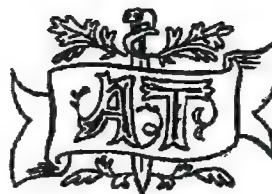
1042-245

1042 245

1042 245



# ADVENTURE TIME



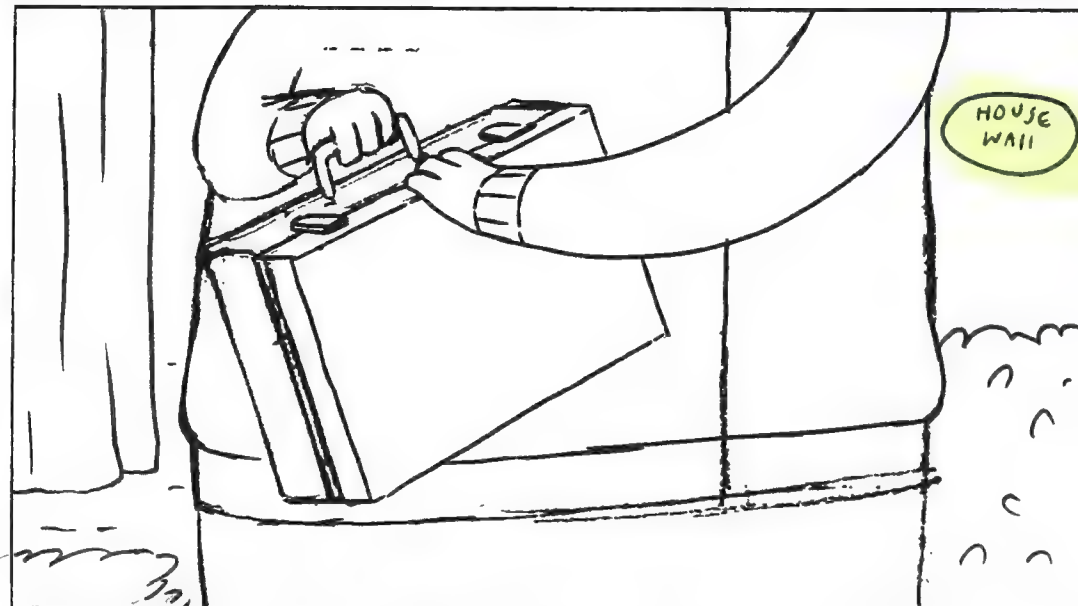
Page 46

Sc. 25

Pnl. A

Bg.

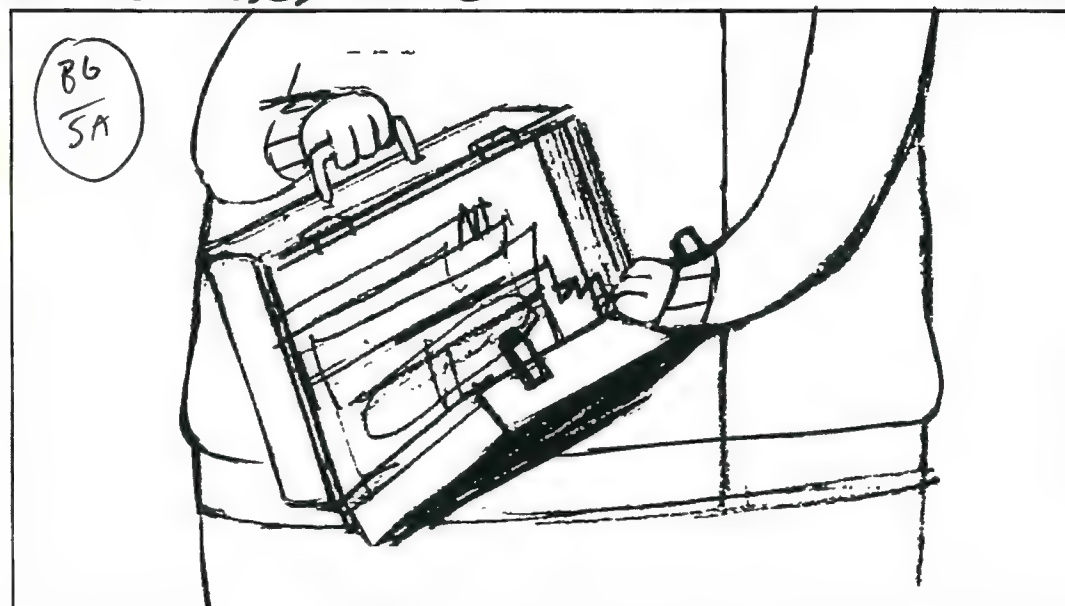
day night



Sc. 25 *cont* Pnl. B

Bg.

day night



Dialog:

KKW: -- I FOUND THESE  
UNUSUAL --

KKW: --GRAPHICS --

Action:

-- KKW OPENS HIS BRIEFCASE.

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



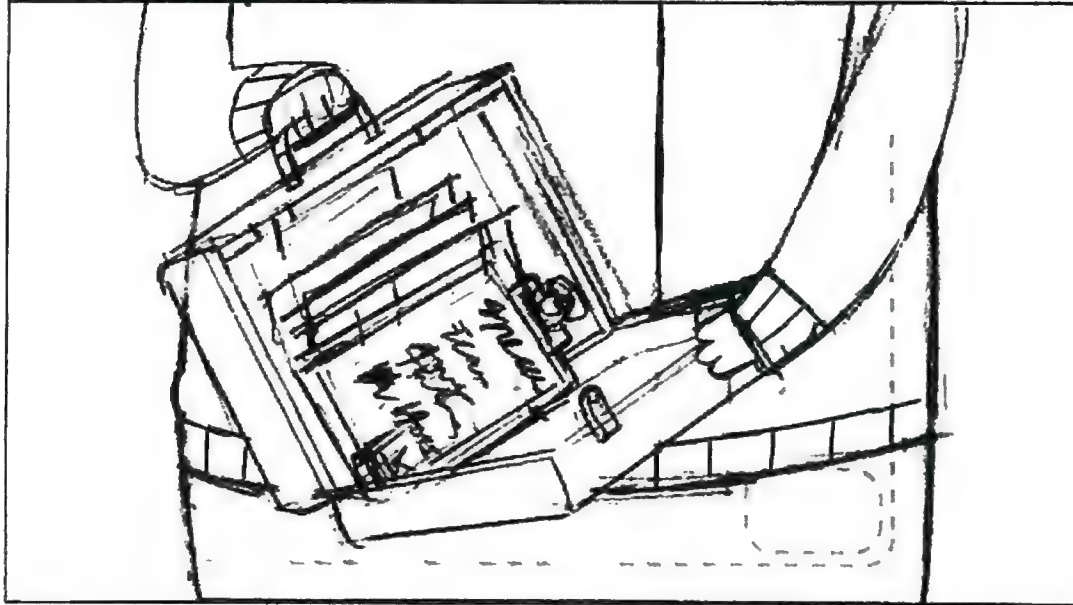
Page 47

Sc. 25 *cont*

Pnl. C

Bg.

day night

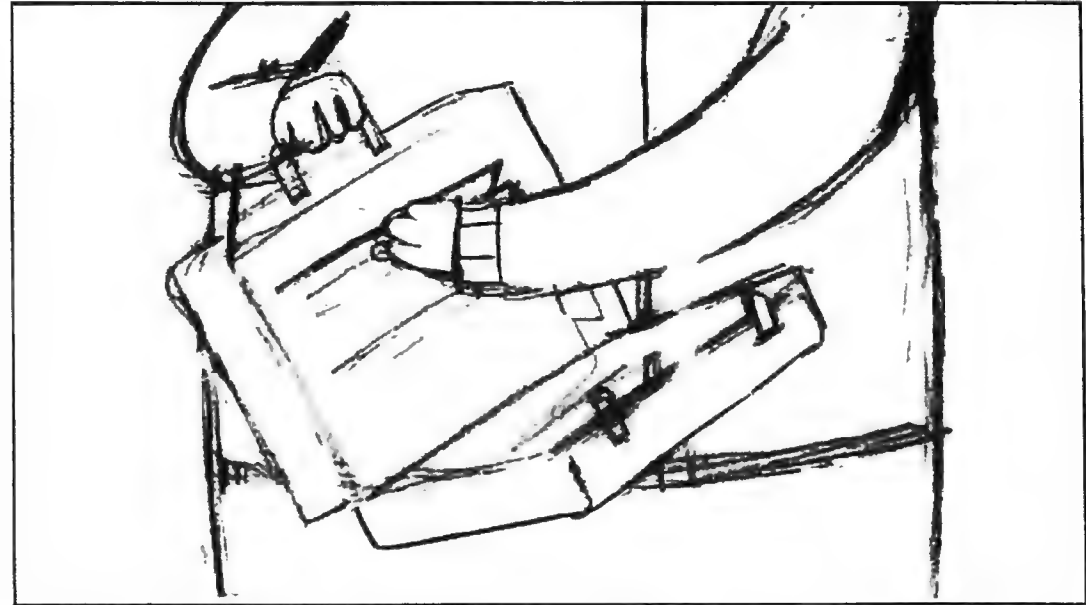


Sc. 25 *cont*

Pnl. D

Bg.

day night



Dialog:

KKW: IN HER --

KKW: RECYCLING BIN.

Action:

Timing:

MAR 6 2016

Production :

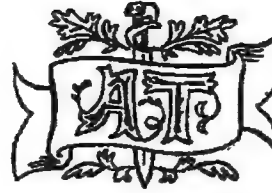
EPISODE #

1042-245

1042 245

1042 245

# ADVENTURE TIME



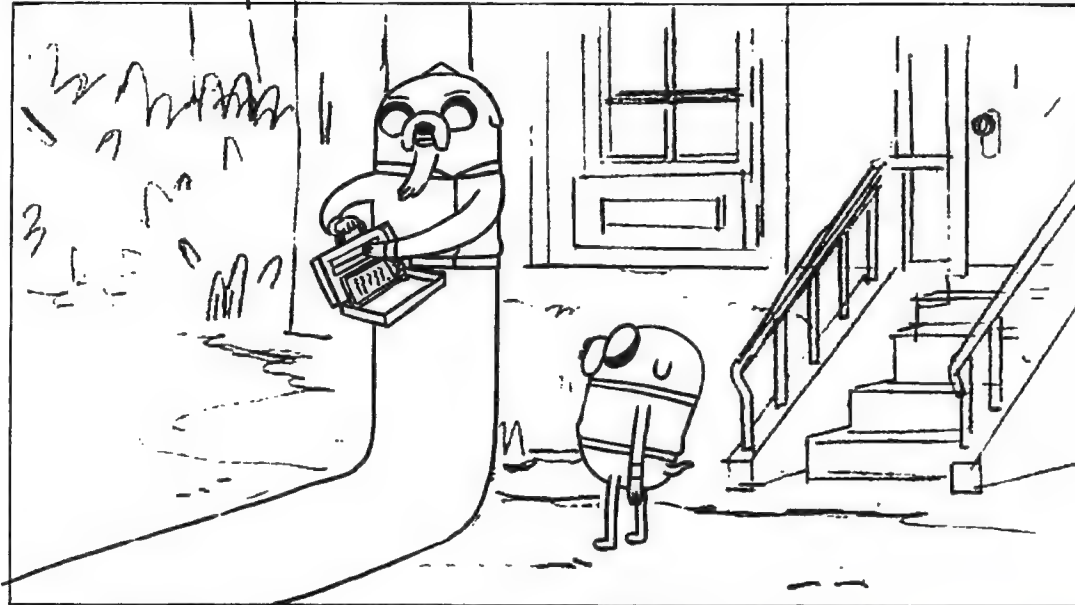
Page 48

Sc. 26

Pnl. A

Bg.

day night

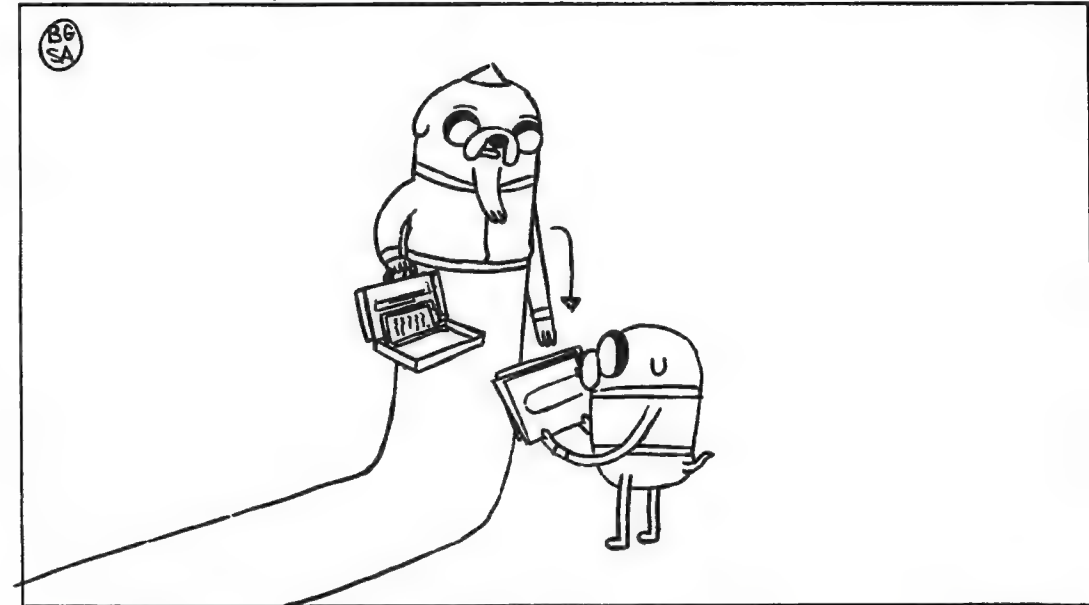


Sc. 26 *cont*

Pnl. B

Bg.

day night

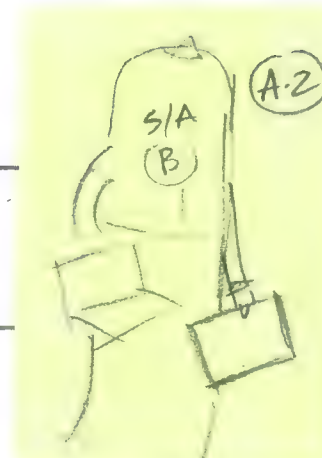


Dialog:

KKW: WHAT DO YOU --

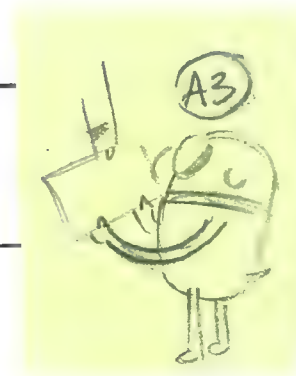
Action:

Timing:



KKW: -- MAKE OF THESE?

- KKW HANDS PAPERS TO JAKE,



MAR 16 2011

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EPISODE #

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Production :

1042 245

# ADVENTURE TIME



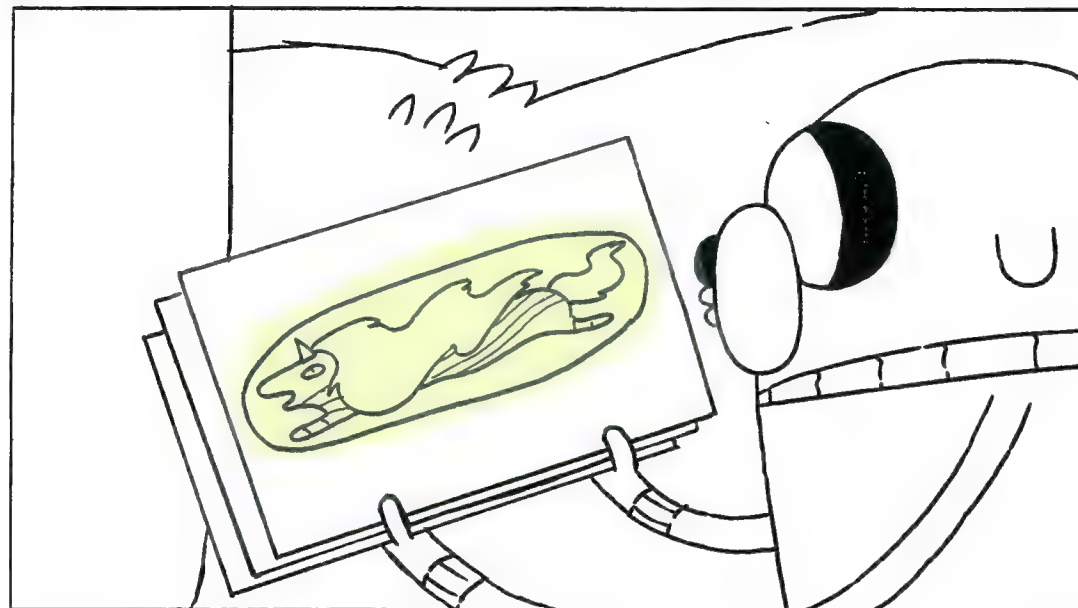
Page 49

Sc. 27

Pnl. A

Bg.

day night



Sc. 27 *cont*

Pnl. B

Bg.

day night



Dialog:

J: OH!

Action:

- JAKE FLIPS THROUGH GRAPHICS.

Timing:

MAR 16 2016

Production :

EPISODE #

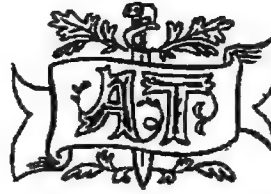
1042-245

1042 245

1042 245

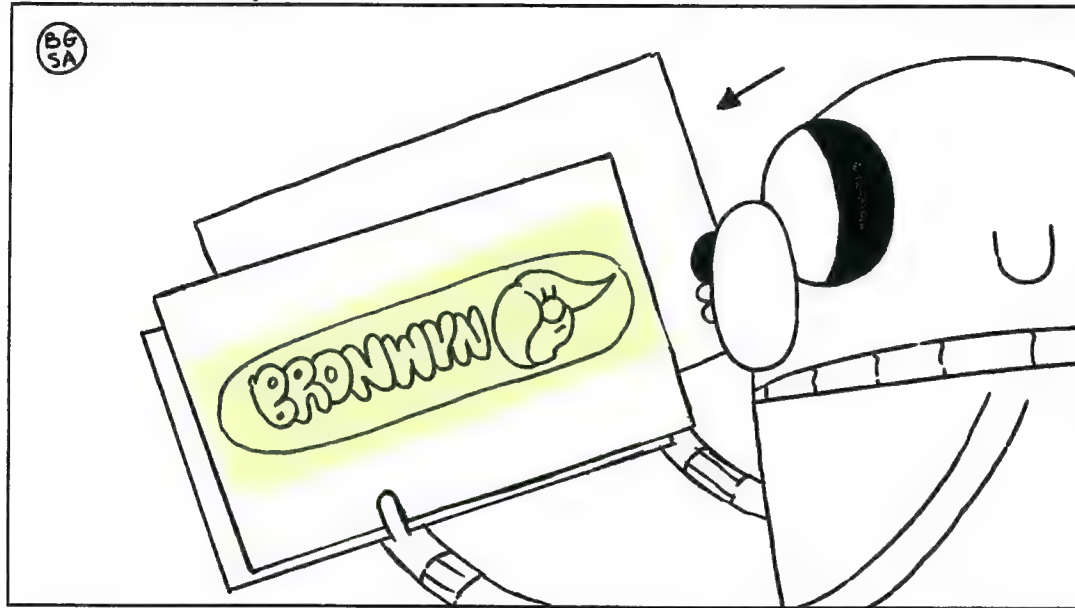


# ADVENTURE TIME

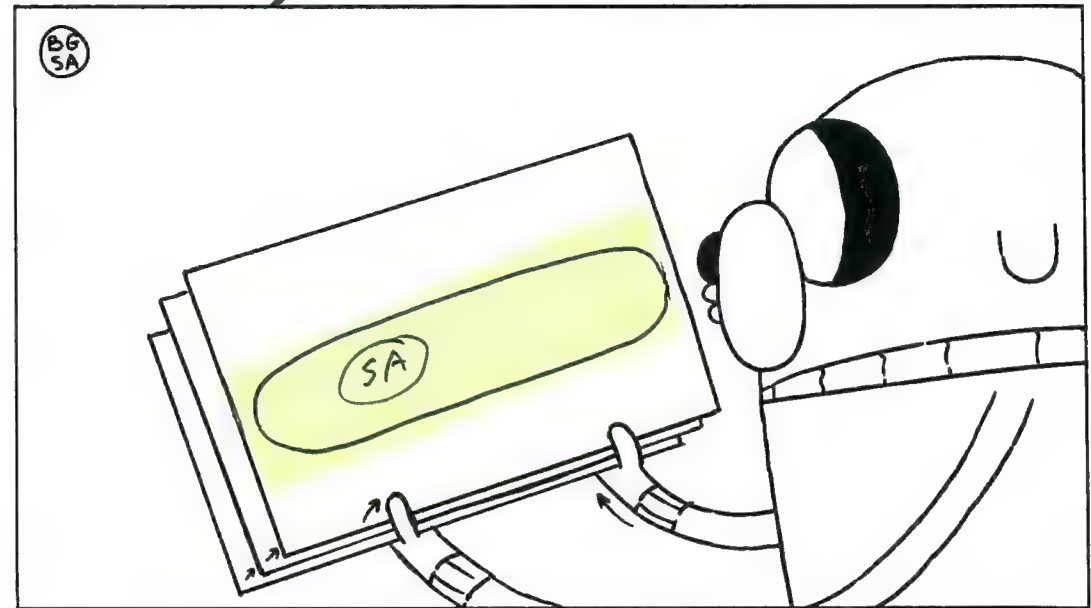


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Sc. 27 *cont* Pnl. C Bg. day night



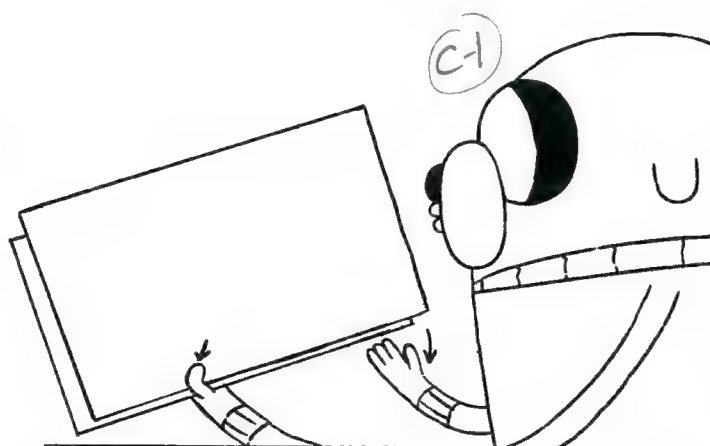
Sc. 27 *cont* Pnl. D Bg. day night



Dialog:

Action:

Timing:



J = MM-HM---

MAR 18 2018

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EPISODE #

Production :

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# ADVENTURE TIME



Sc. 27 *cont* Pnl. E Bg. day night



Sc. 27 *cont* Pnl. F Bg. day night



Dialog:

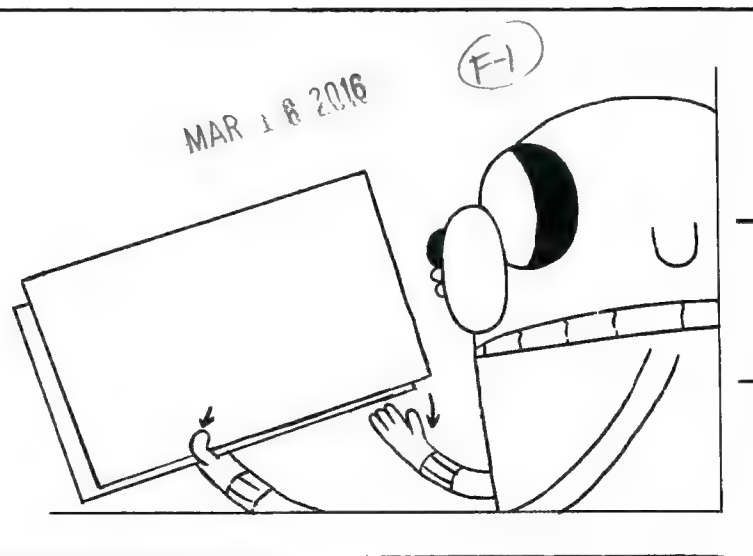
---

Action:

---

Timing:

---



EPISODE # 1042-245

Production :

1042 245

1042 245

# ADVENTURE TIME

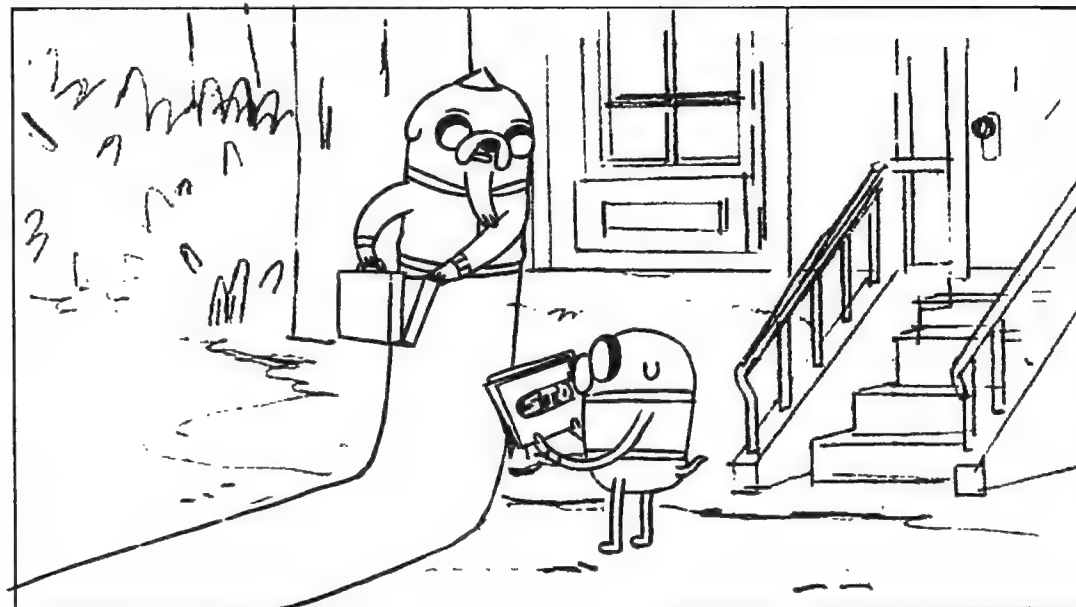


Page 52

Sc. 27 *CONT* Pnl. G Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:

J: AH-H-H-H!

KKW: WHAT ARE YOU THINKING?

Action:

Timing:

MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

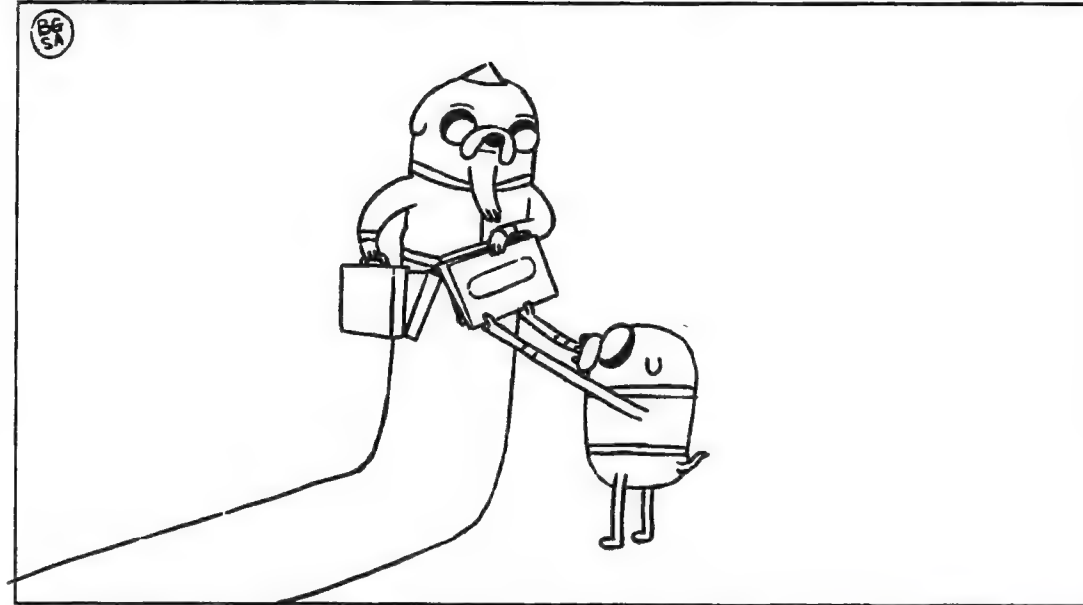
1042 245

# ADVENTURE TIME

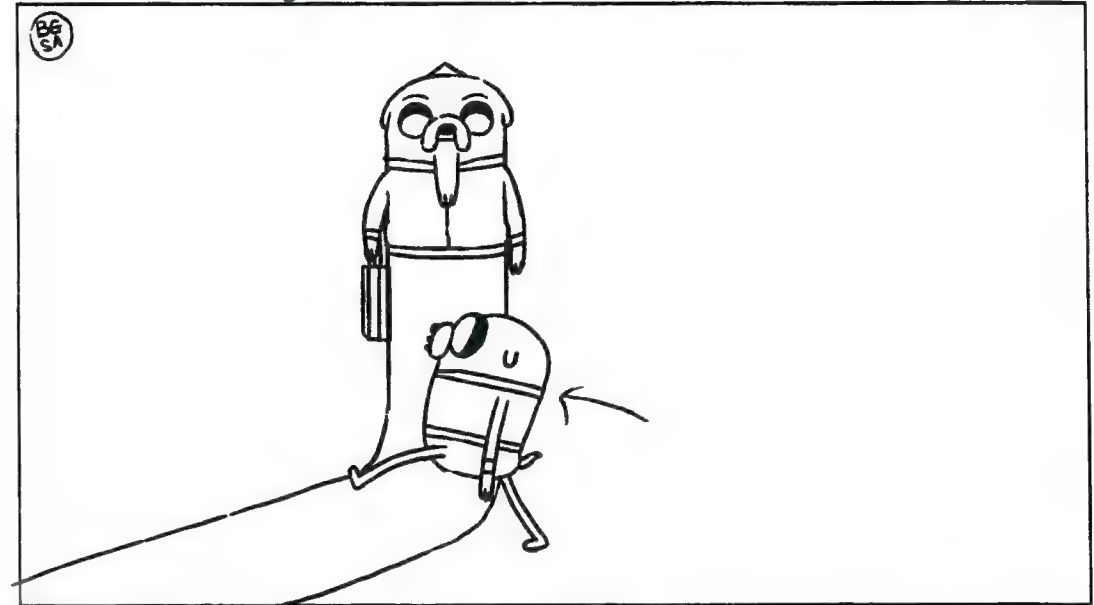


Page 53

Sc. 28 *cont* Pnl. B Bg. day night



Sc. 28 *cont* Pnl. C Bg. day night



Dialog: A, B J: ... Not sure yet...

Action: -J, HANDS GRAPHICS BACK TO KKW.

Timing:



J: I'LL HAVE TO

MAR 16 2018

1042-245

EPISODE #

1042 245

Production :

1042 245

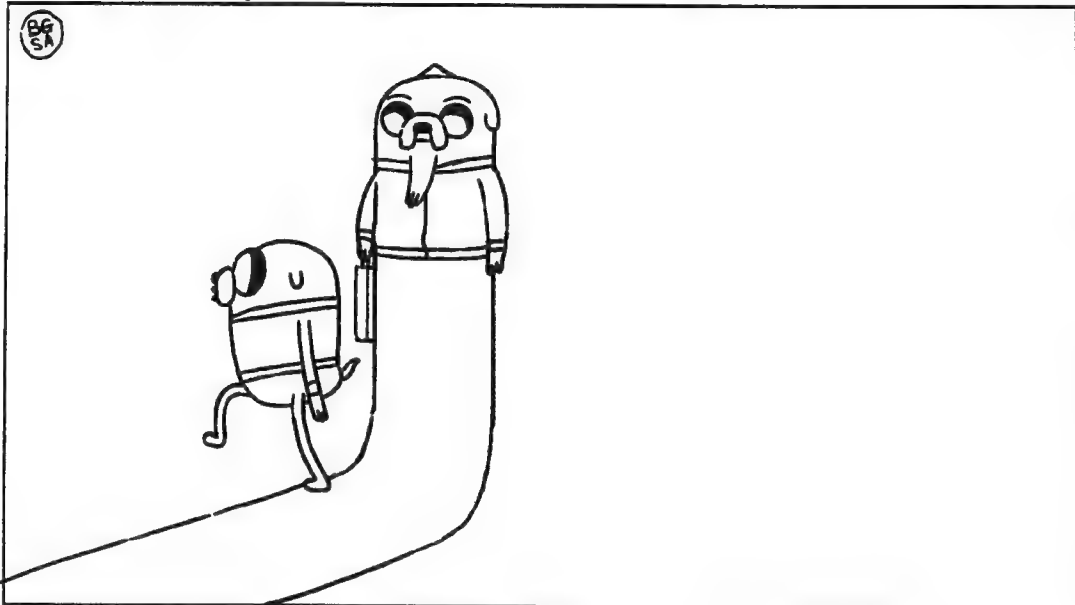


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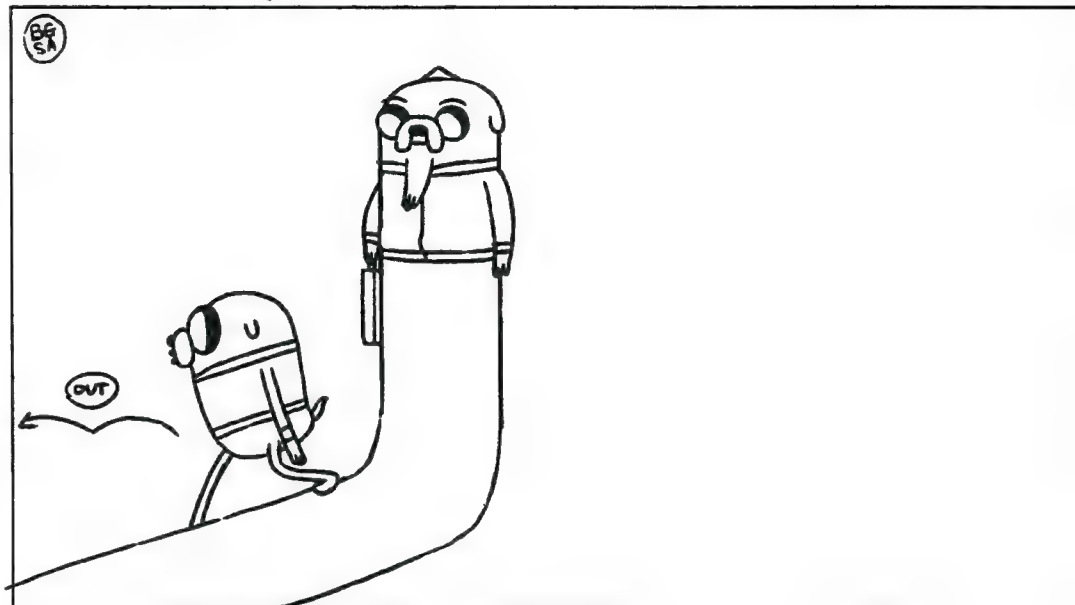
ADVENTURE TIME



Sc. 28 *cont* Pnl. D Bg. day night



Sc. 28 *cont* Pnl. E Bg. day night



Dialog:  
*J: -- SLEEP ON IT.*

Action: *JAKE STEPS OVER KKW.* *-J. WALKS OFF/*

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

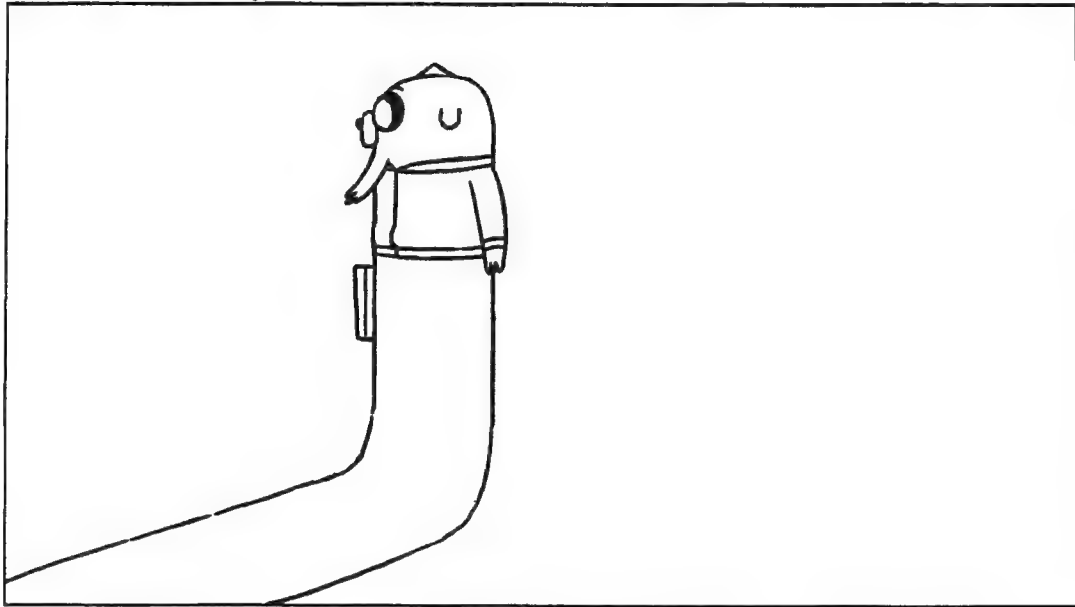
1042 245

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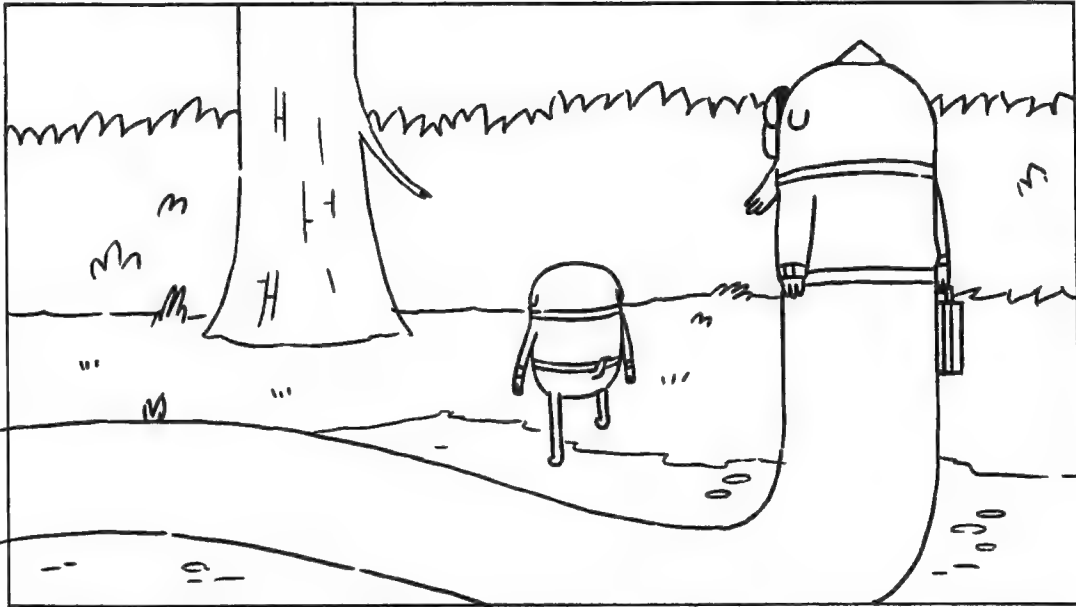
ADVENTURE TIME

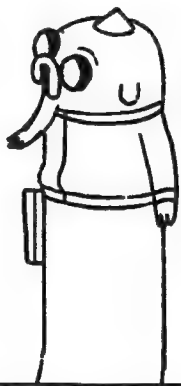
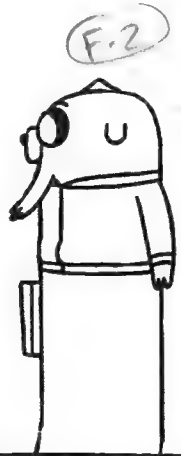


Sc. 28 *cont* Pnl. F Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	<u>KKW</u> : OH ... UM ...	<u>J</u> : I'LL LET YOU KNOW --
Action:	 	
Timing:		

MAR 16 2016

Production :

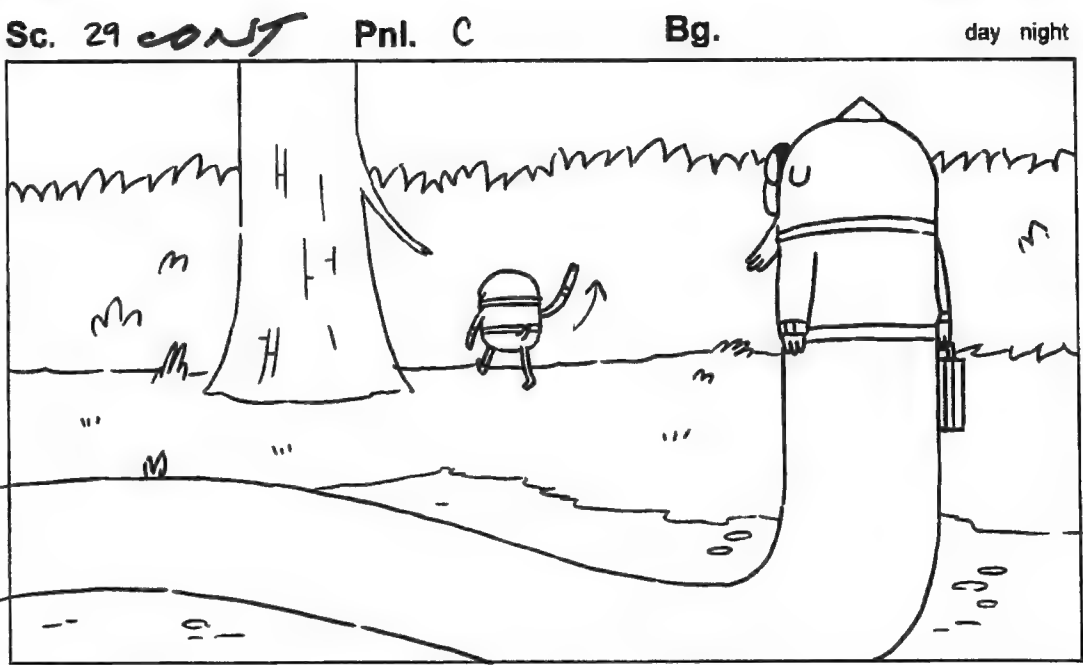
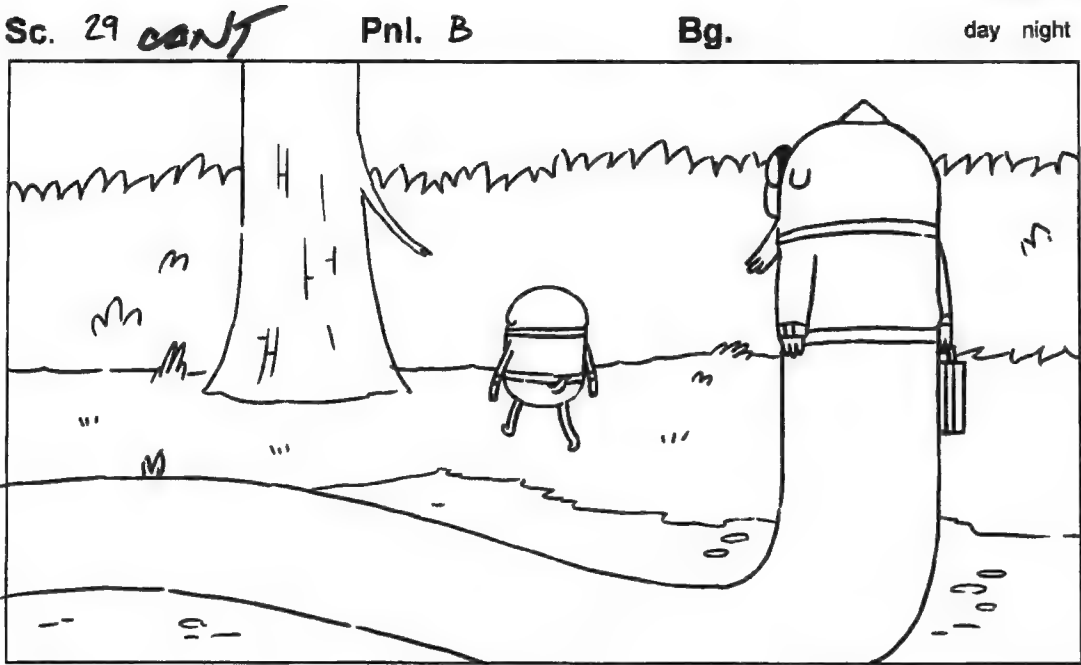
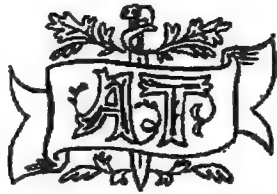
EPISODE #

1042-245

1042 245

1042 245

ADVENTURE TIME



Dialog:	J: -- TOMORROW --	J: -- IF I THINK OF ANYTHING.
Action:		
Timing:		

MAR 6 2016

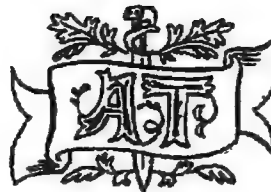
Production :

EPISODE #

1042-245

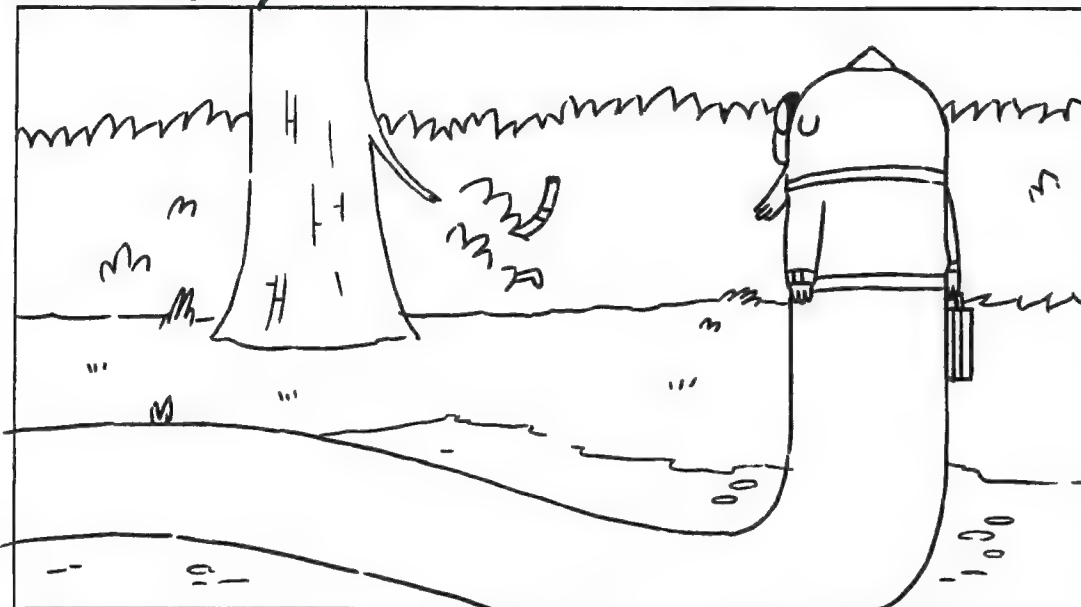
1042 245

# ADVENTURE TIME

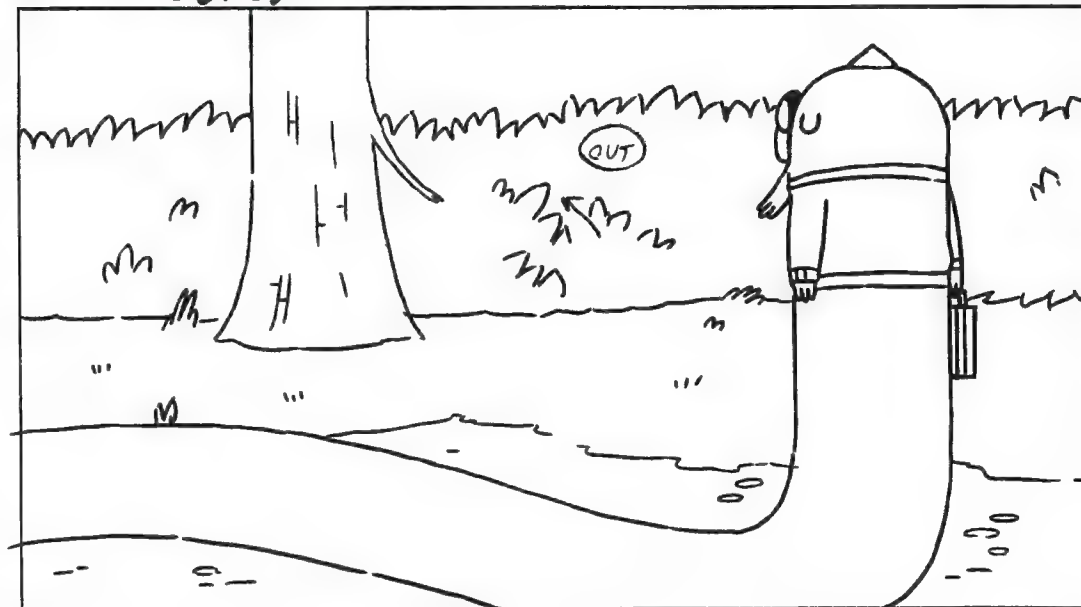


Page 57

Sc. 29 *cont* Pnl. D Bg. day night



Sc. 29 *cont* Pnl. E Bg. day night



Dialog:

SFX: [SCRUNCH]

Action:

- JAKE WALKS INTO THE BUSHES.

MAR 18 2016

Timing:

1042-245

EPISODE #

Production :

1042 245

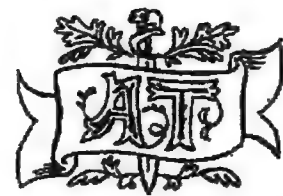
1042 245



1042 245

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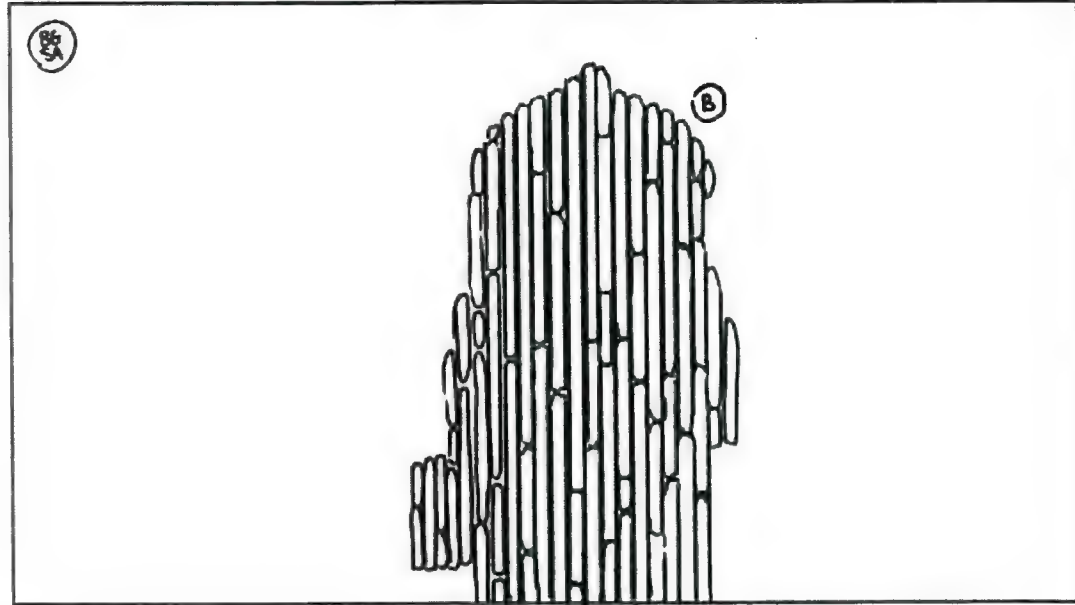
# ADVENTURE TIME



Sc. 30 Pnl. A Bg. day night



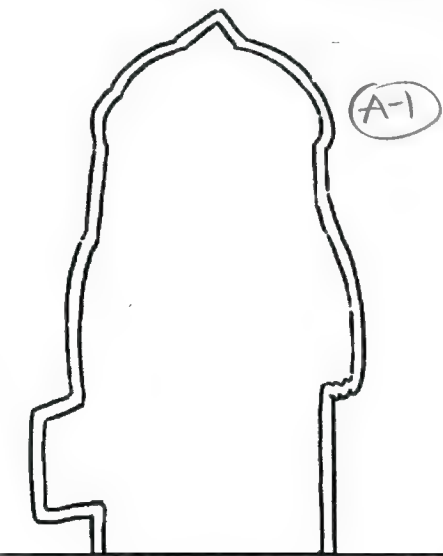
Sc. 30 *cont* Pnl. B Bg. day night



Dialog:  
[ BEAT ]  
KKW: WEIRD.

Action:

Timing:



SFX: \* VMMM \*

- KKW TELEPORTS OFF/S.

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Production :

1042 245

0117 0118

1042 245

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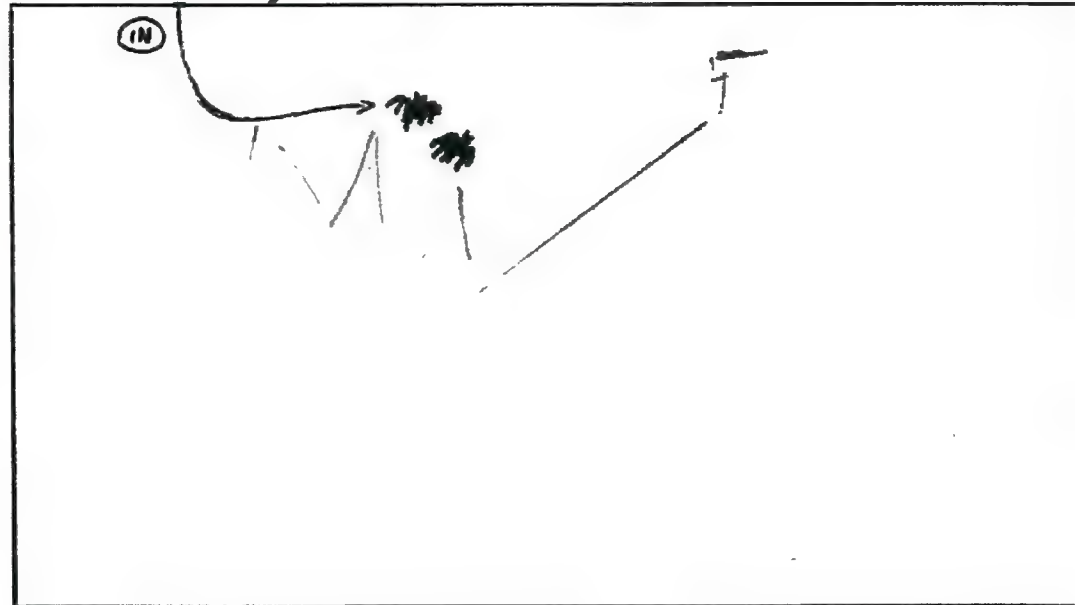
ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 31 *cont* Pnl. B Bg. day night



Dialog:		<u>BATS</u> = EEE! EEE!	
Action:		- CUT TO KKW HOUSE AT NIGHT (OR AT DUSK ANYWAY.)	
Timing:		- BATS FLY ON/S,	

CYCLE (A)(B)(A)(B), etc

(A)

(B)

MAR 16 2018

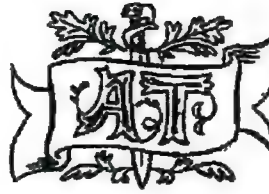
1042-245

EPISODE #

1042 245

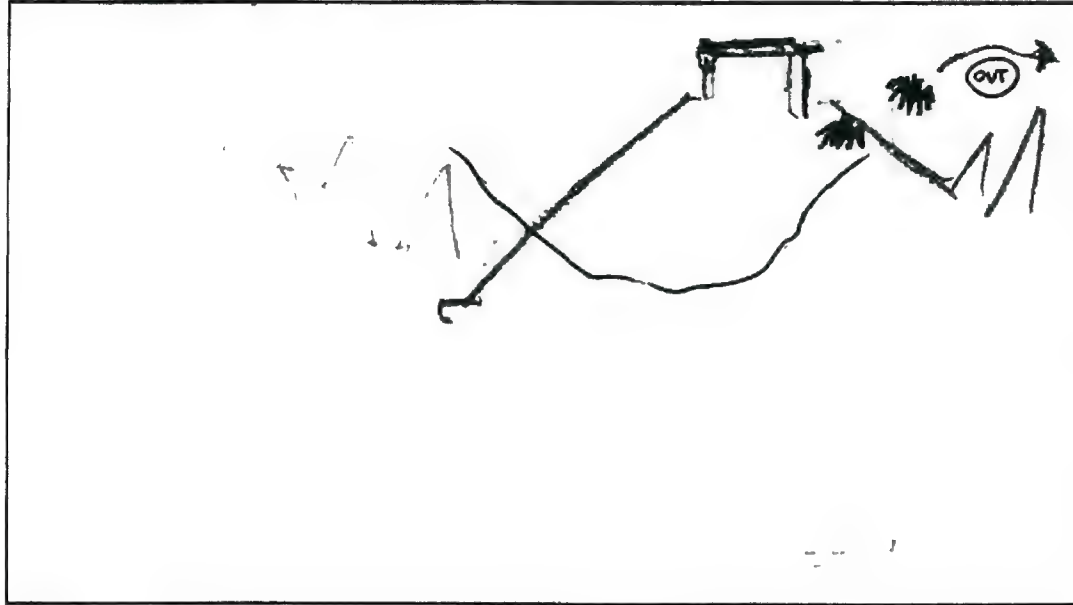
Production :

# ADVENTURE TIME



Page 60

Sc. 31 *cont* Pnl. C Bg. day night



Dialog:

Action:

- BATS FLY OFF/S.

Timing:

CAN  
DOM  
ANE  
IN

Sc. 31 *cont* Pnl. D Bg. day night



MAR 18 2016

1042-245

1042 243

1042 245



# ADVENTURE TIME



Page 61

Sc. 31 *cont*

Pnl. E

Bg.

day night



Sc. 31 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

-BRONWYN CLIMBS ONTO TRELLIS,

MAR 18 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245



# ADVENTURE TIME



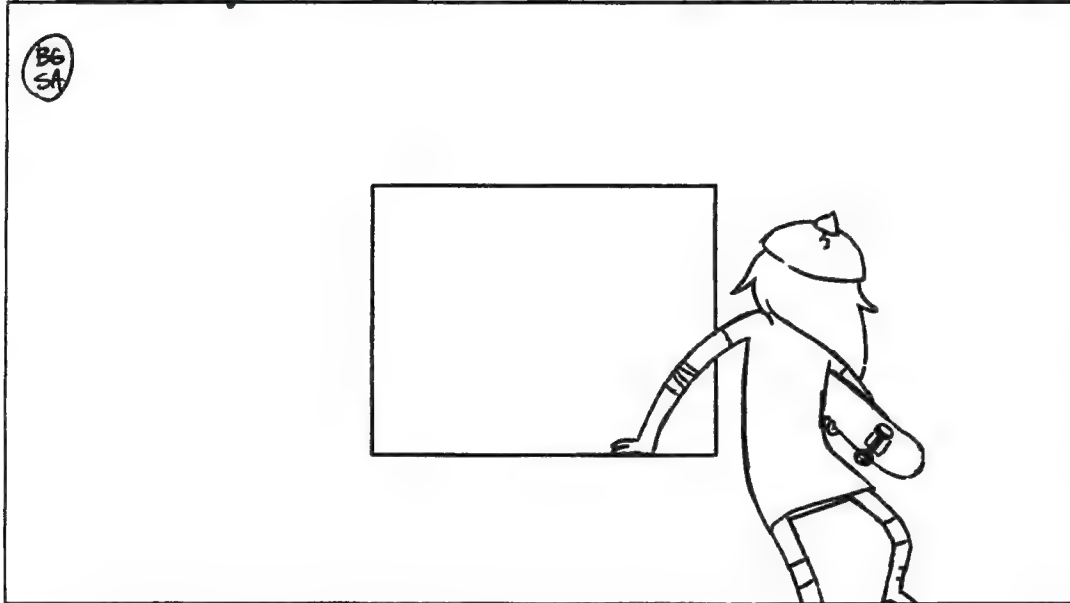
Page 62

Sc. 31 *cont*

Pnl. G

Bg.

day night

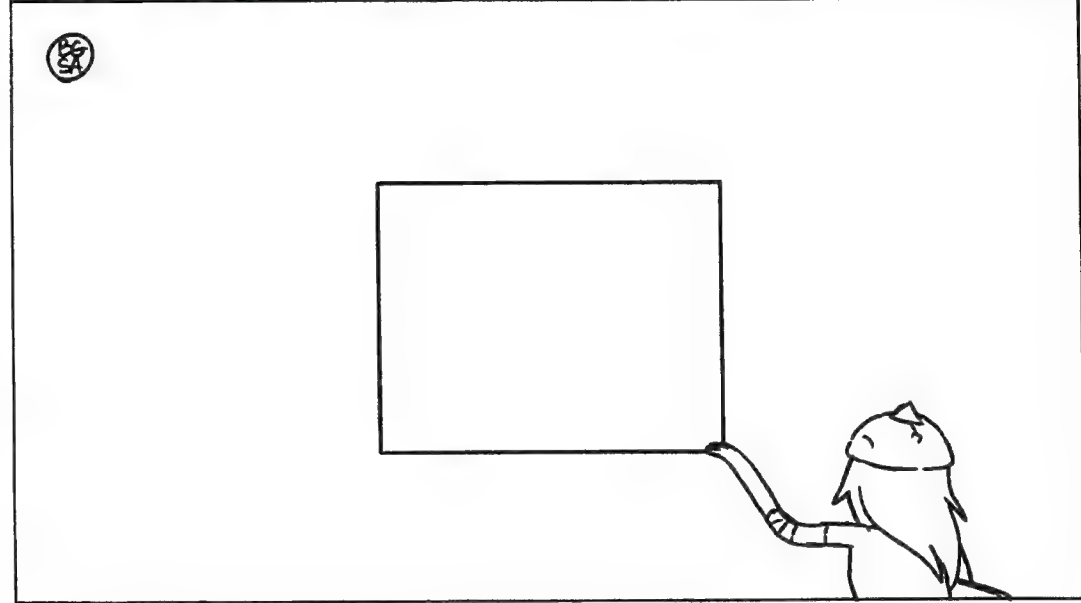


Sc. 31 *cont*

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

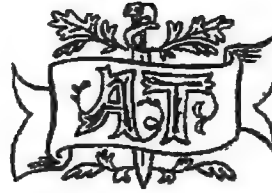
1042-245

Production :

1042 245

No Sc. 32

# ADVENTURE TIME



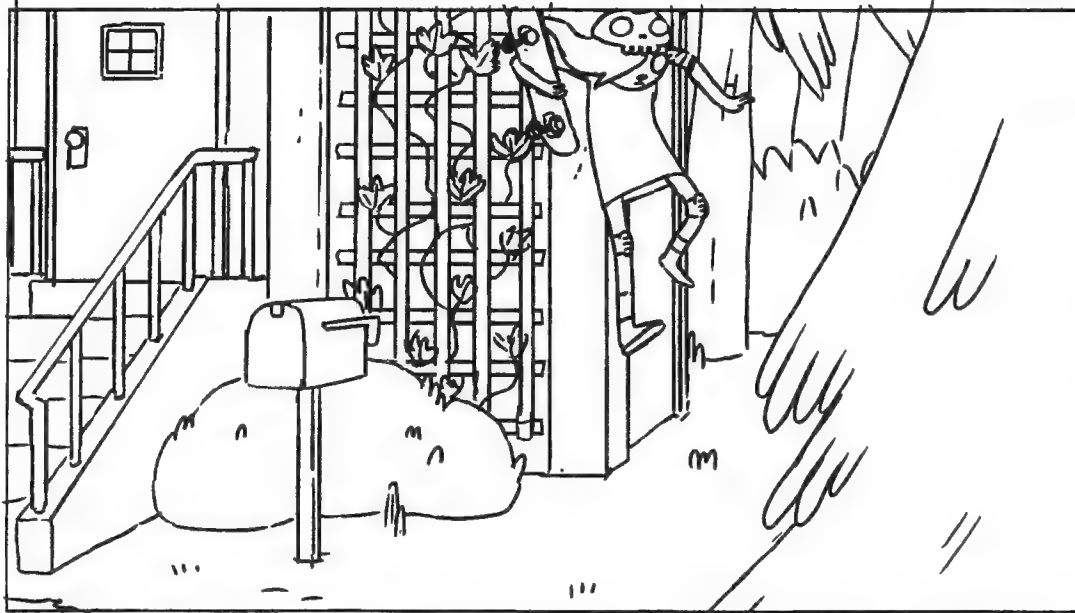
Page 63

Sc. 33

Pnl. A

Bg.

day night

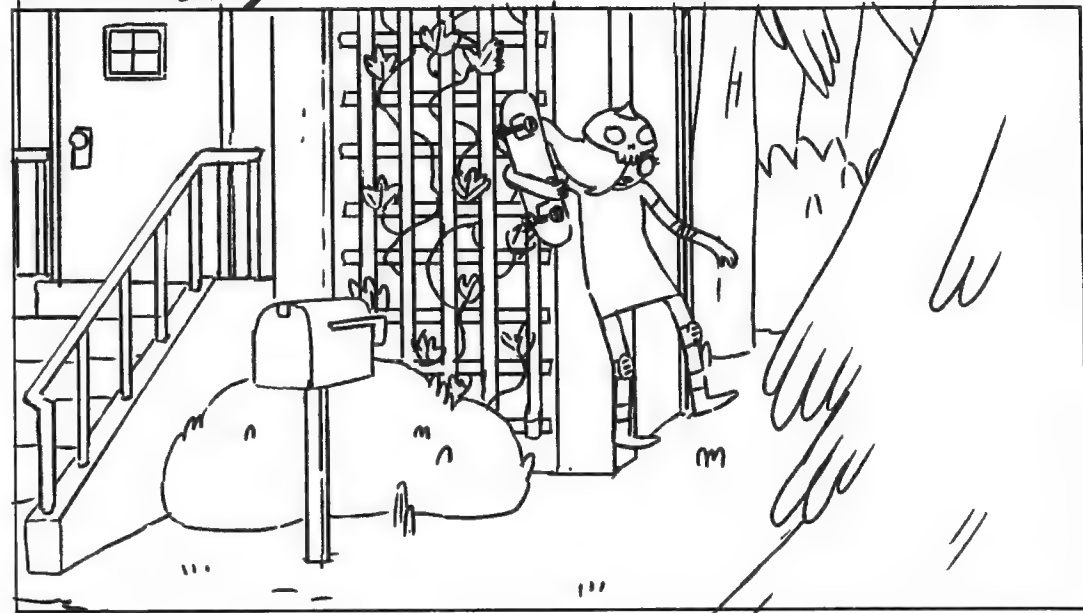


Sc. 33

Pnl. B

Bg.

day night



Dialog:

Action:

- BRONWYN DROPS ON/S.

Timing:

MAR 18 2016

EPISODE #

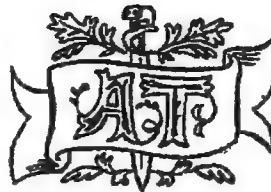
1042-245

Production :

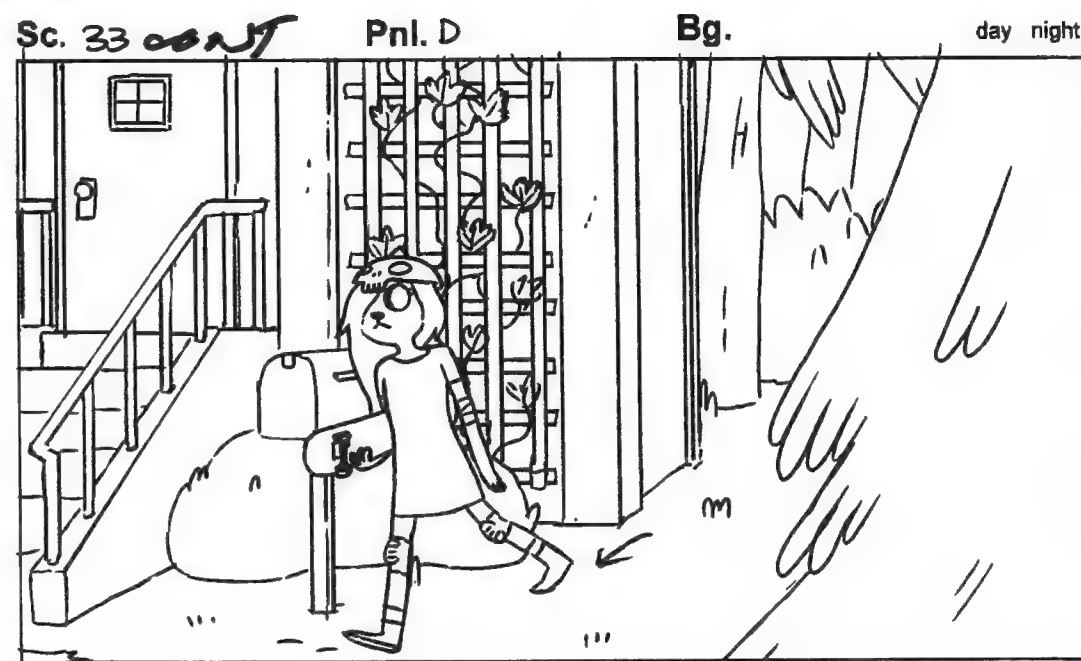
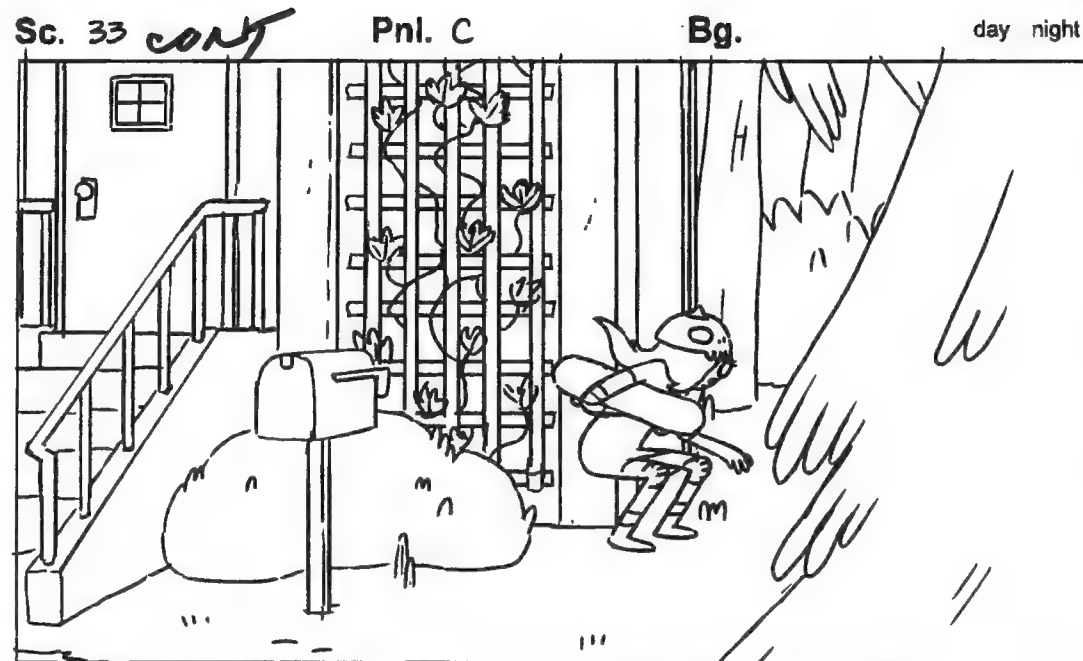
1042 245

1042 245

# ADVENTURE TIME



Page 64



Dialog:

SFX:  
\* CHFF \*

Action:

-BRONWYN LANDS

Timing:

MAR 16 2016

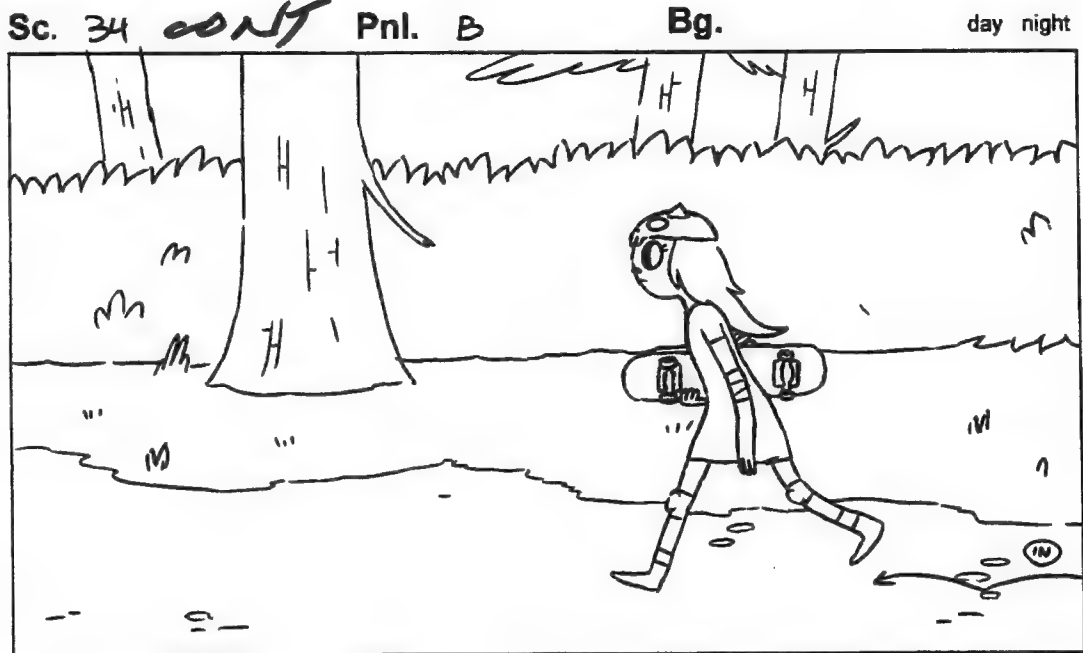
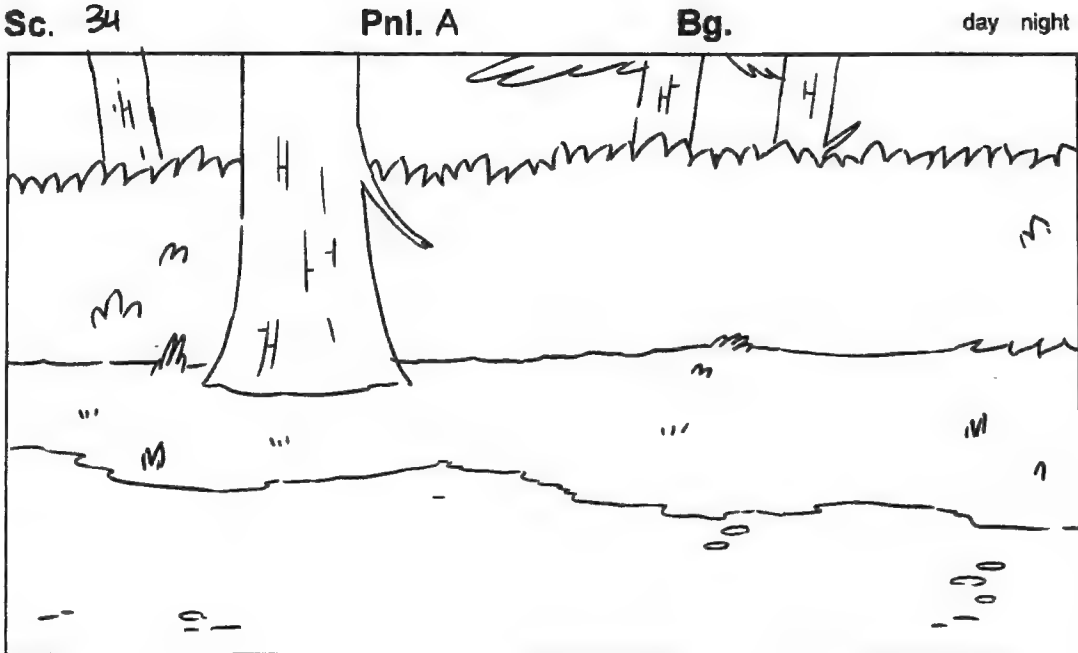
1042-245

EPISODE #

Production :

1042 245

ADVENTURE TIME



Dialog:
Action: - BRONWYN WALKS ON/S.
Timing:

MAR 16 2016

EPISODE # 1042-245  
Production :

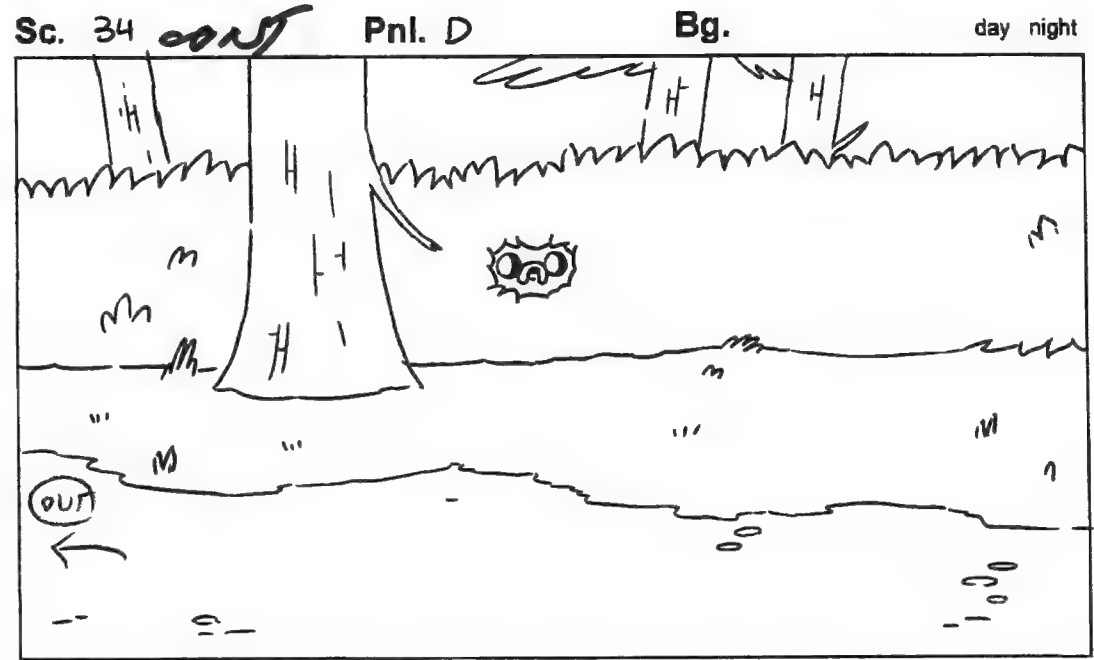
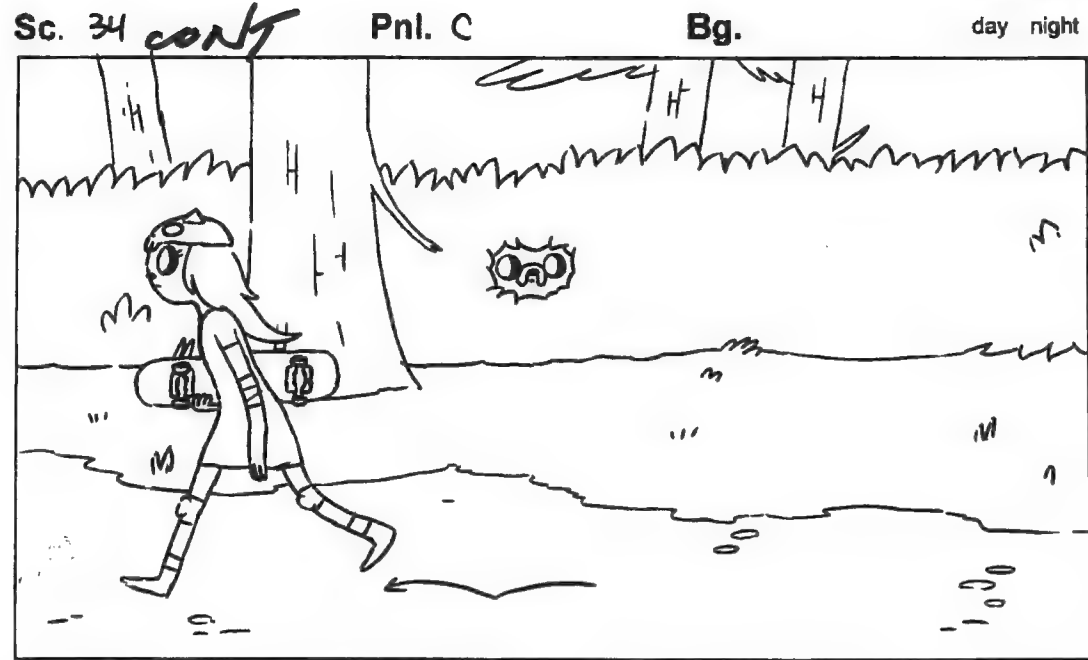
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1042 245



# ADVENTURE TIME



Dialog:	<u>SFX:</u> * SKSHH *	
Action:	- JAKE'S FACE PUSHES THROUGH BUSH.	- BRONWYN WALKS OFF/S.
Timing:	MAR 16 2016	

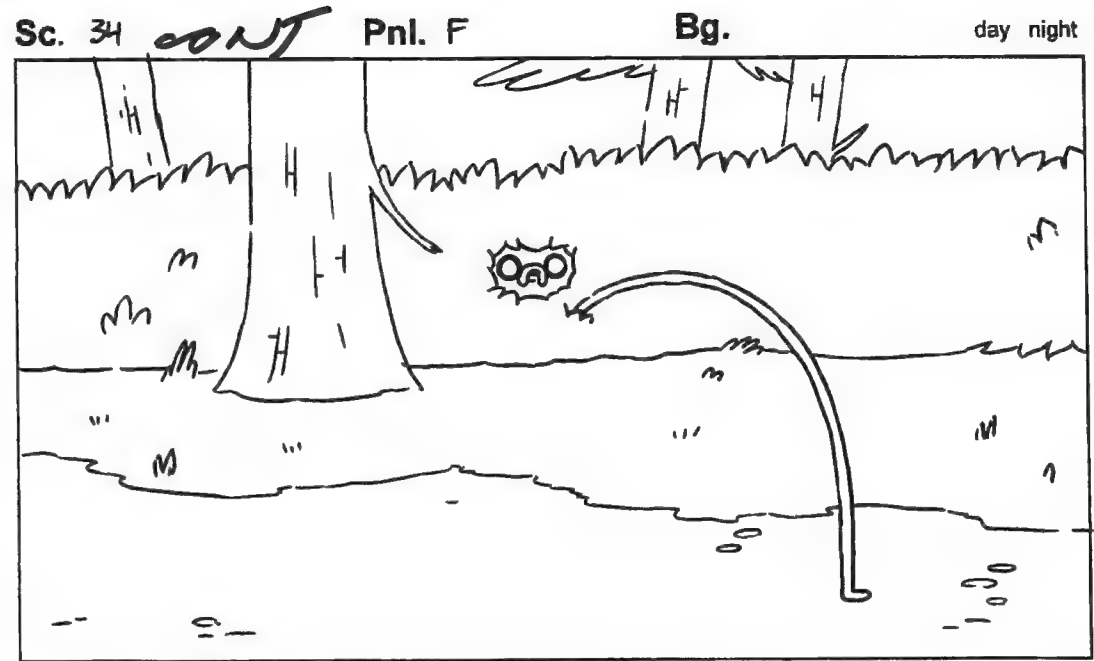
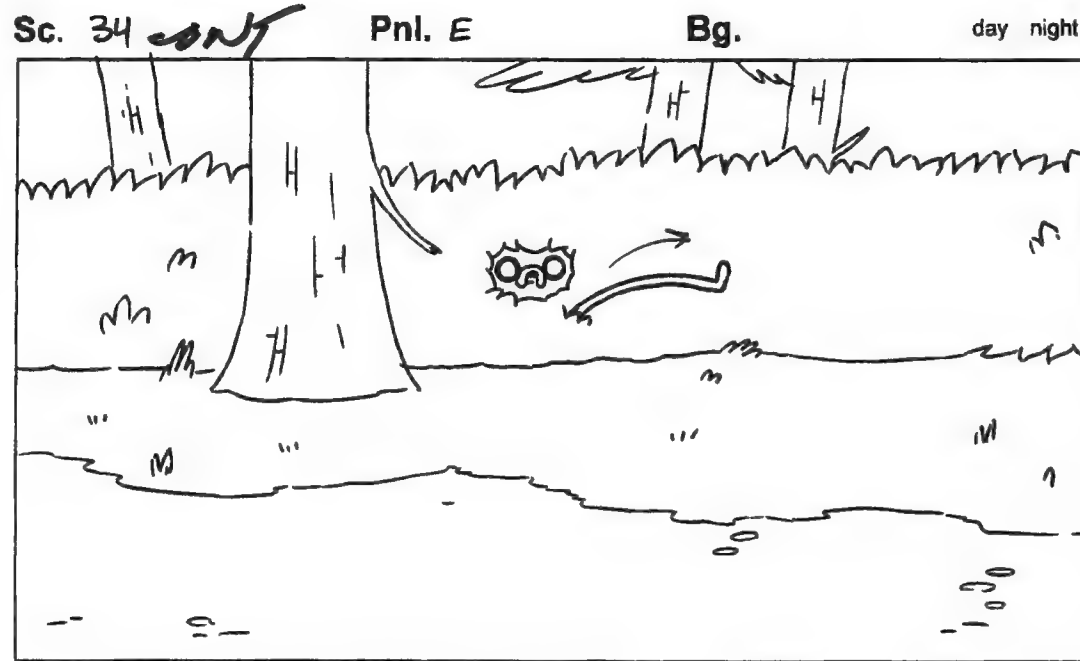
1042-245

EPISODE #

Production :

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# ADVENTURE TIME



Dialog:
Action: -J, STRETCHES LEG OUT OF BUSH
Timing:

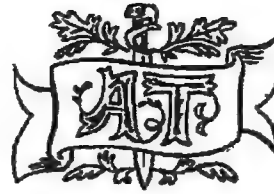
MAR 16 2016

1042-245

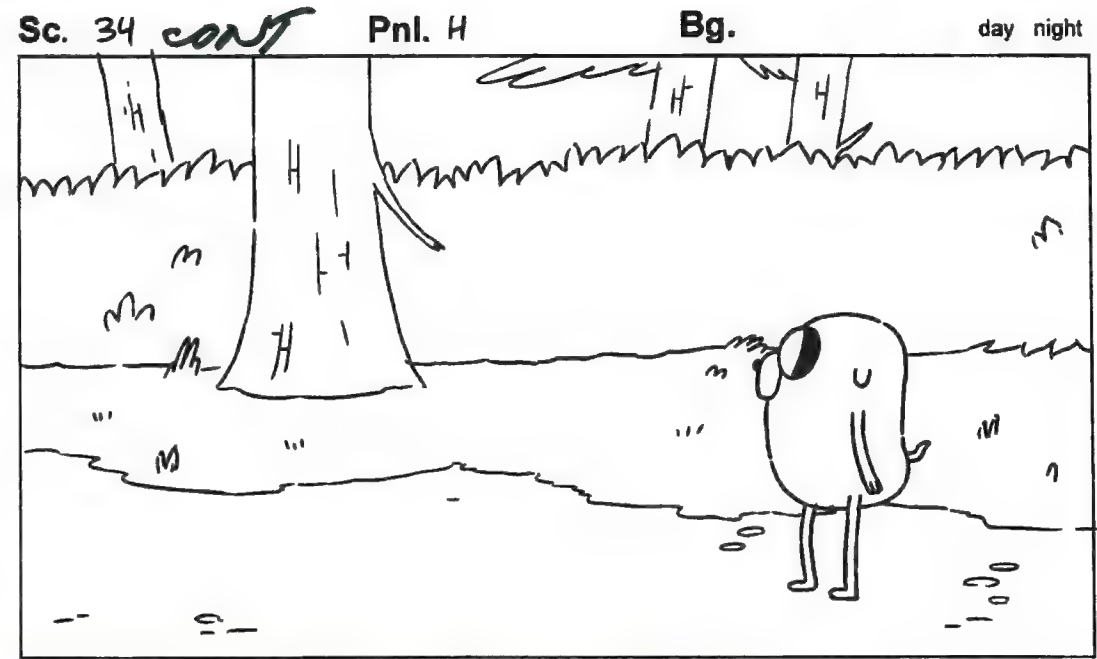
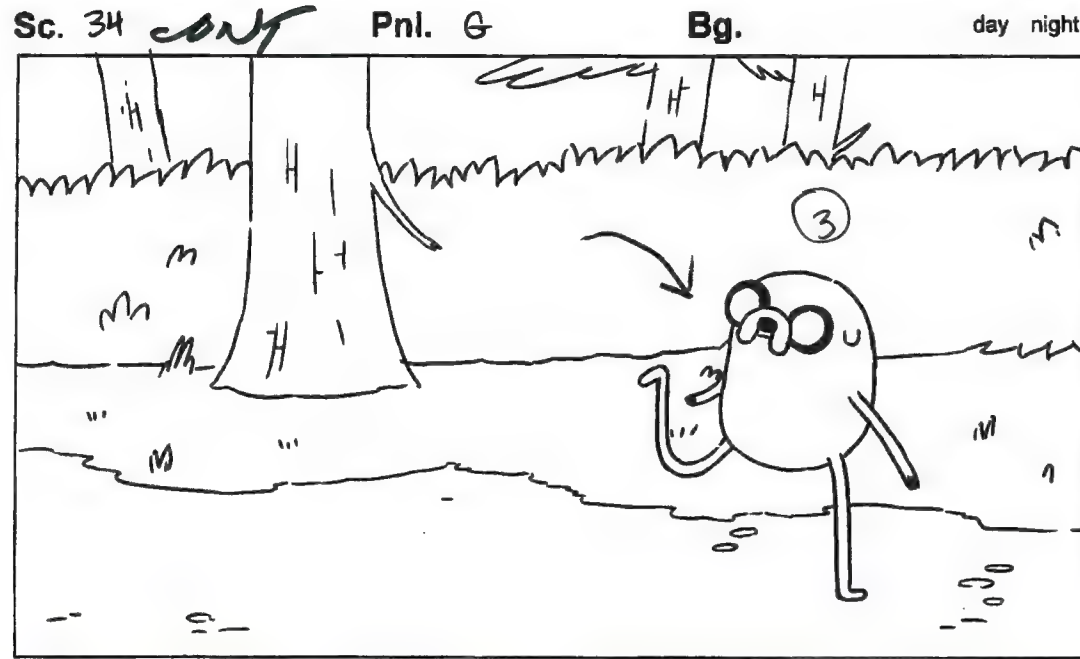
EPISODE #

Production :

# ADVENTURE TIME



Page 68



MAR 16 2016

1042-245

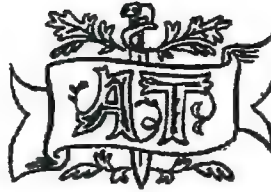
EPISODE #

1042 245

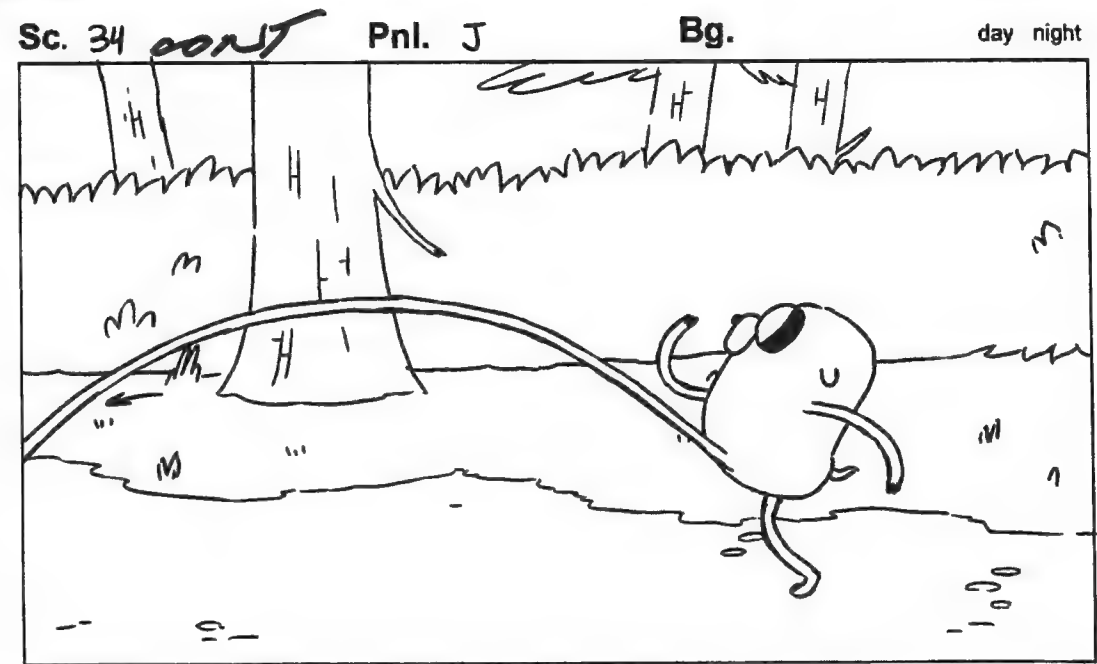
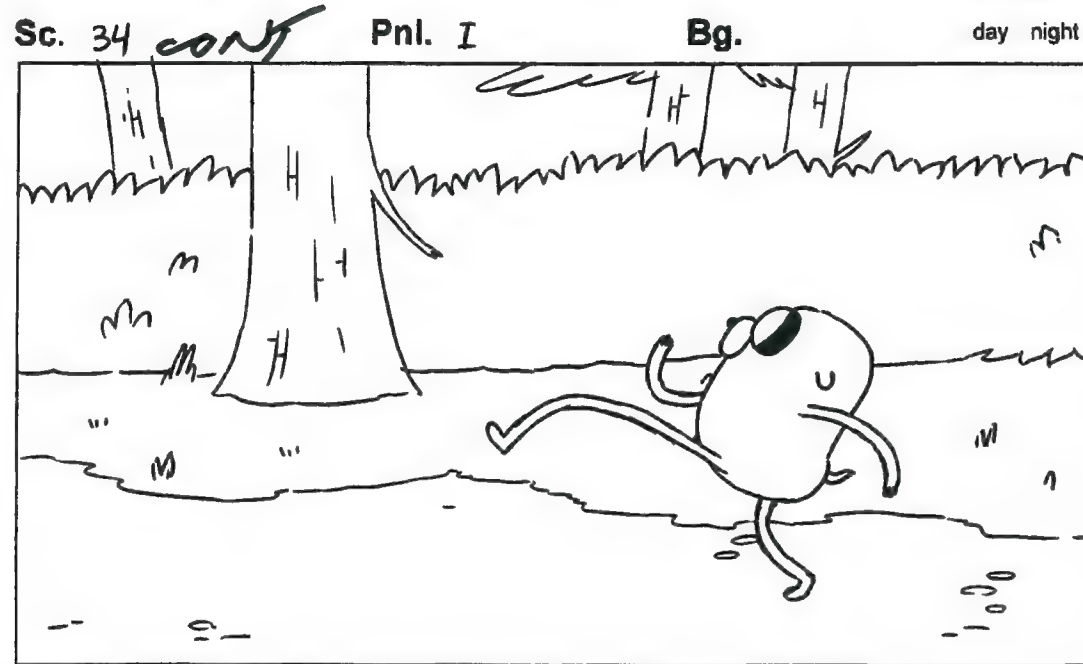
Production :

1042 245

# ADVENTURE TIME



Page 69



Dialog:

Action:

- J. STRETCHES LEG OFF/S,

MAR 16 2016

Timing:

1042-245

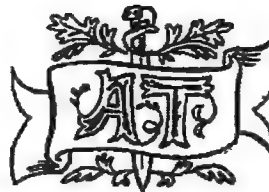
EPISODE #

Production :

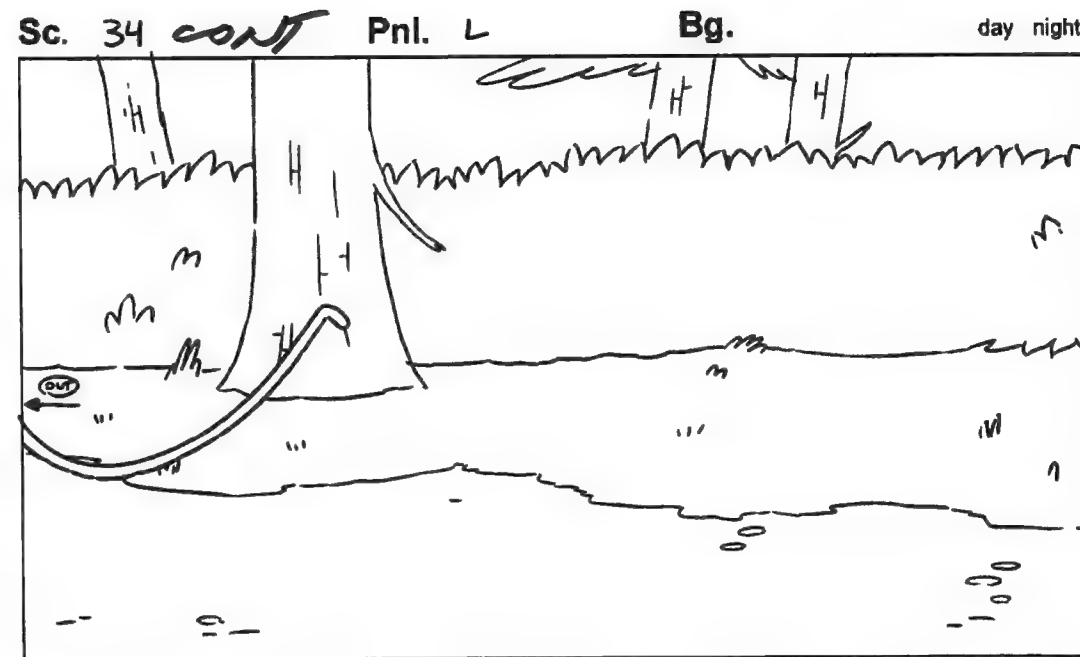
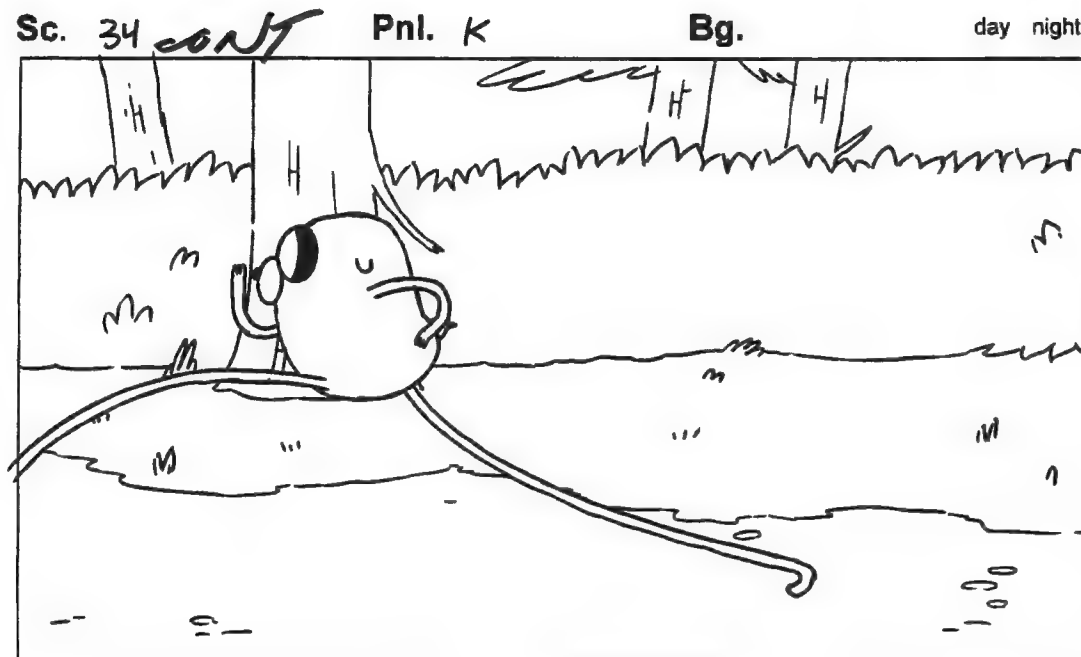
1042 245



# ADVENTURE TIME



Page 70



Dialog:

Action:

- J. STRETCH - WALKS OFF/S.

MAR 14 2016

Timing:

1042-245

EPISODE #

1042 245

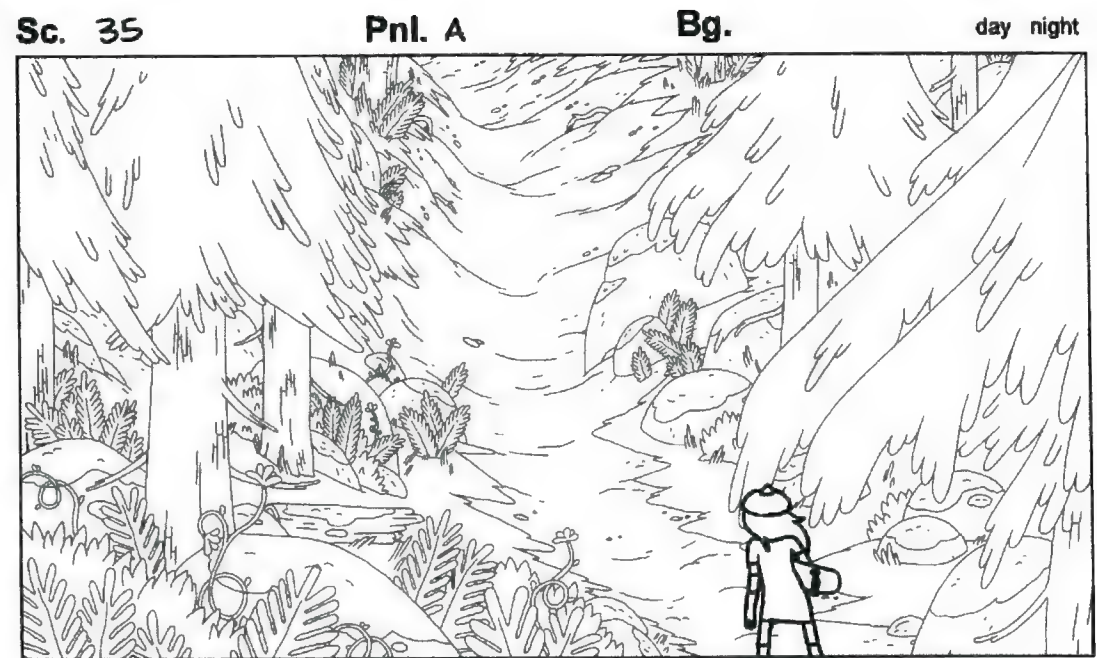
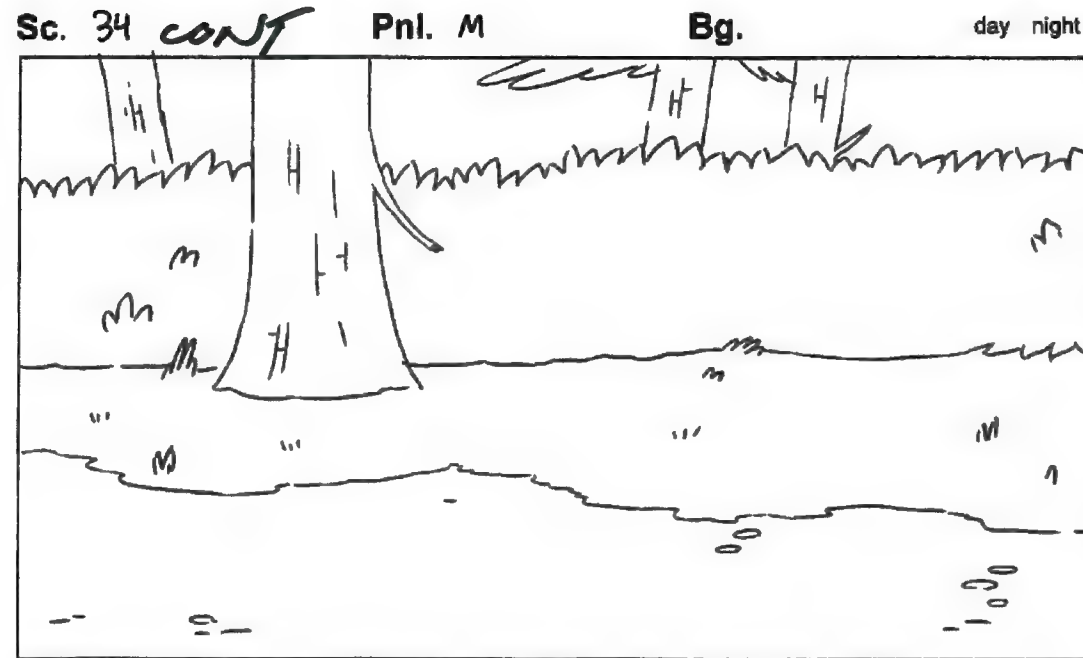
Production :

1042 245

# ADVENTURE TIME



Page 71



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

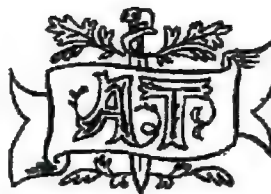
1042-245

Production :

1042 245

1042 245

# ADVENTURE TIME



Page 72

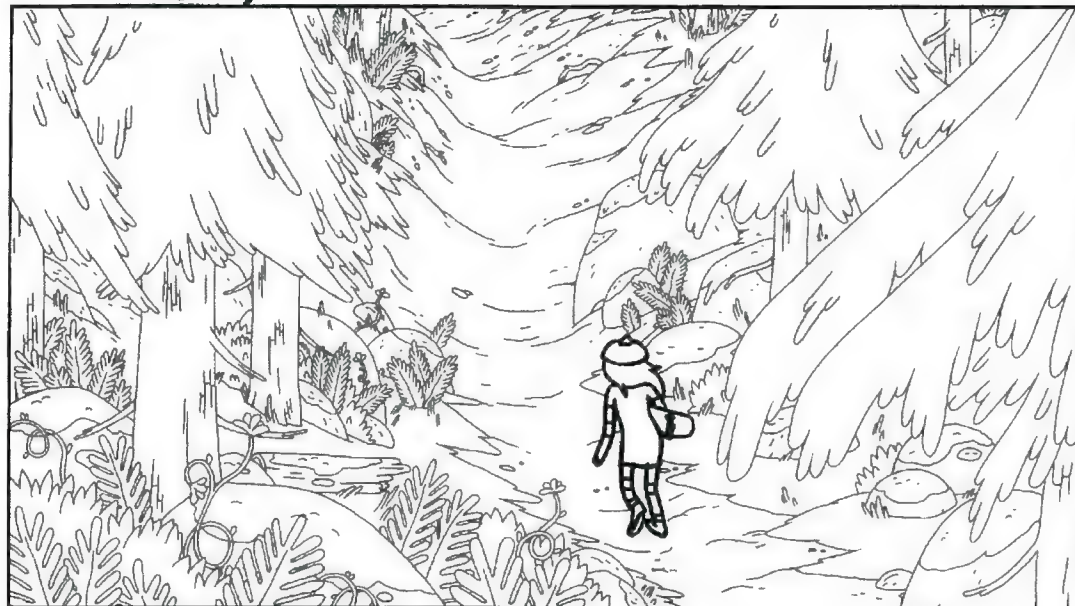
**TRANS**

Sc. 35 *cont*

Pnl. B

Bg.

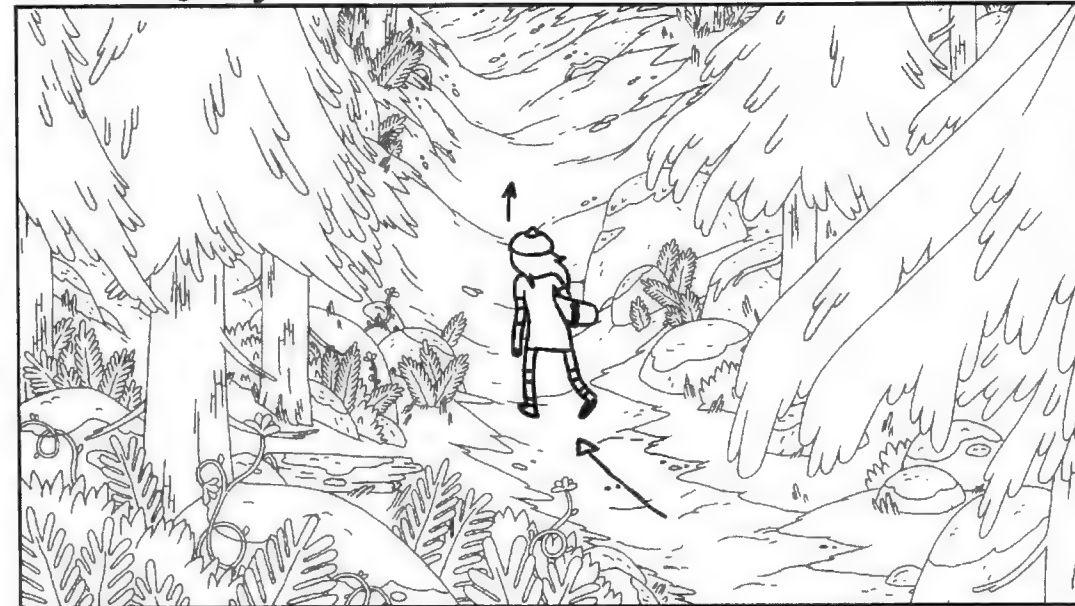
day night



Sc. 35 *cont*

Pnl. C

Bg.



Dialog:

Action:

— BRONWYN WALKS THROUGH THE WOODS . . .

MAR 18 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245



1042 245

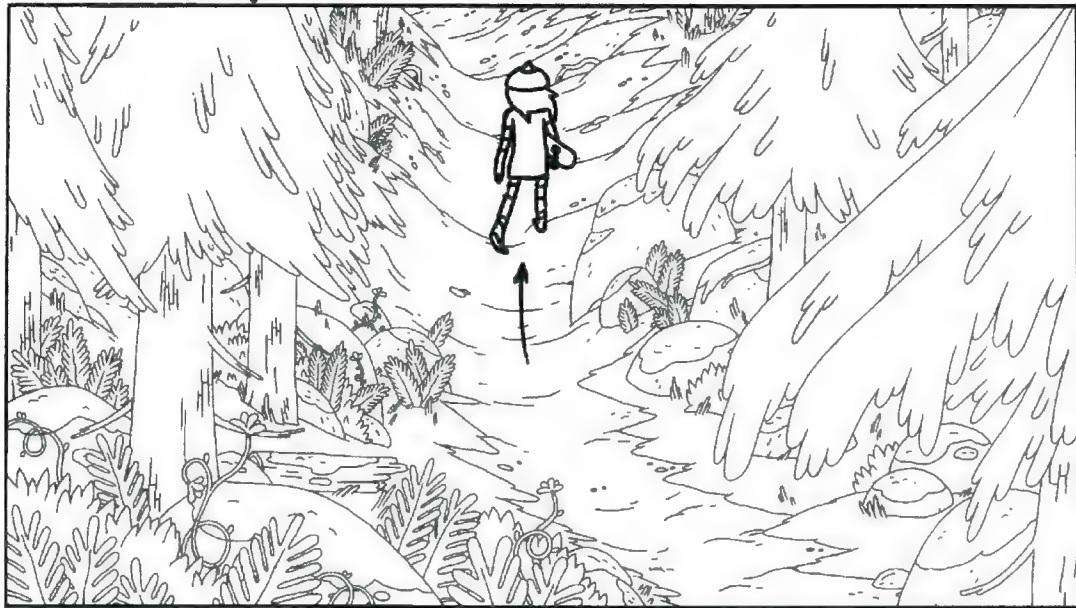
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ADVENTURE TIME



Page 72A  
73 NEXT  
day night

Sc. 35 *CONT* Pnl. D Bg. day night



Sc. 35 *CONT* Pnl. E Bg. day night



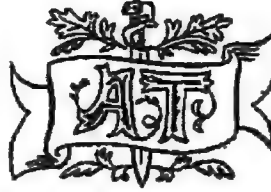
Dialog:
Action: <p>. . . FOLLOWED BY JAKE . . .</p> <p>MAR 16 2016</p>
Timing:

1042-245  
EPISODE #  
1042 245  
Production :

1042 245



# ADVENTURE TIME

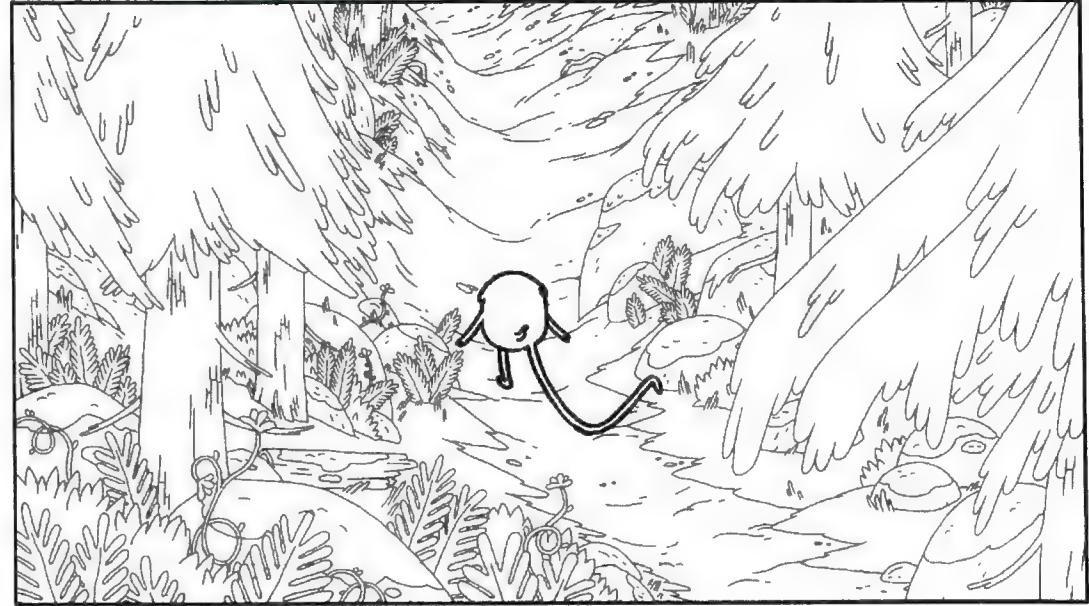


Page 73

Sc. 35 *cont* Pnl. F Bg. day night



Sc. 35 *cont* Pnl. G Bg. day night



Dialog:

Action:

JAKE 'SNEAKS' . . .

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

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1042 245

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ADVENTURE TIME



Page 74

Sc. 35 *CONT* Pnl. 4 Bg. day night



Sc. 35 *CONT* Pnl. 1 Bg. day night



Dialog:
Action:
Timing:

MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

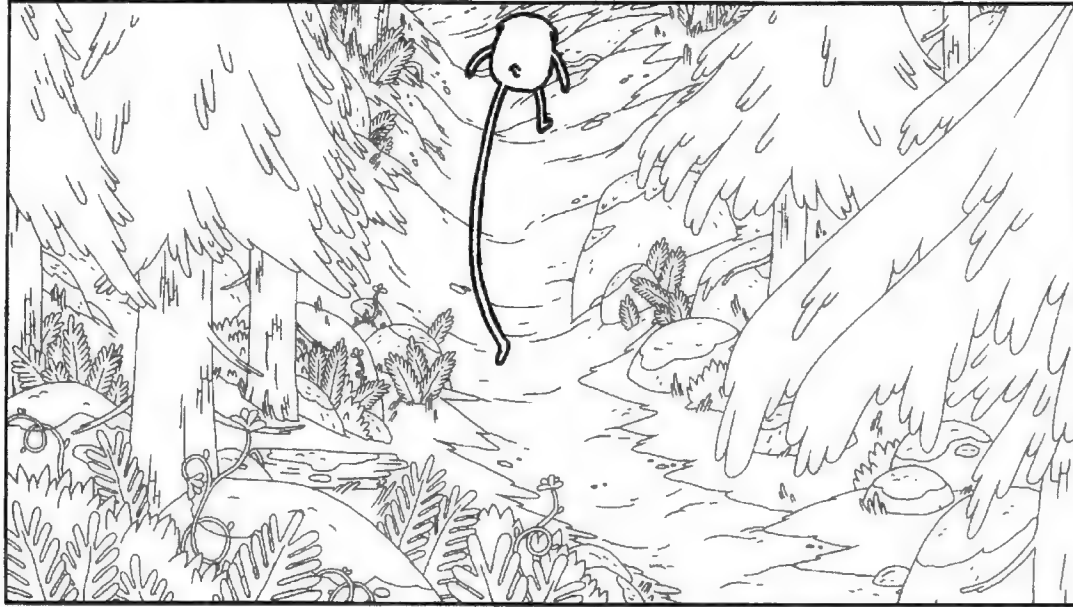
1042 245

# ADVENTURE TIME



Page 75

Sc. 35 *cont* Pnl. J Bg. day night



Sc. 35 *cont* Pnl. K Bg. day night



Dialog:

Action:

Timing:

MAR 15 2016

EPISODE #

Production :

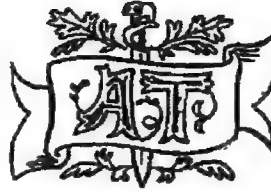
1042-245

1042 245

1042 245



# ADVENTURE TIME



Page 76

Sc. 36

Pnl. A

Bg.

day night

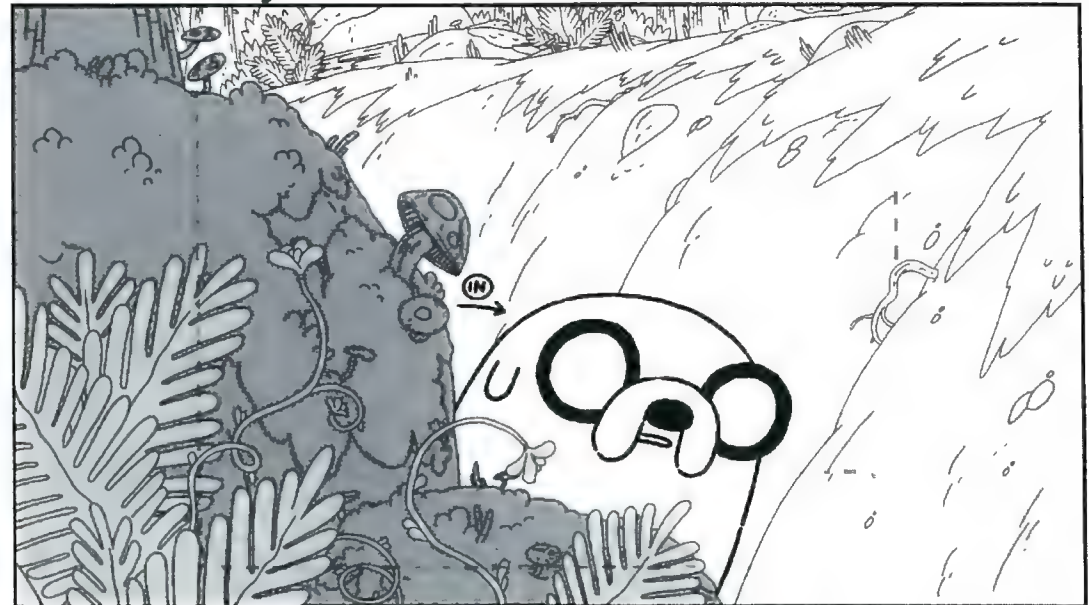


Sc. 36 *cont*

Pnl. B

Bg.

day night



Dialog:

ANIMAL TEENS : [WALLA ] \_\_\_\_\_

Action:

-J. LEANS ON/S.

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245



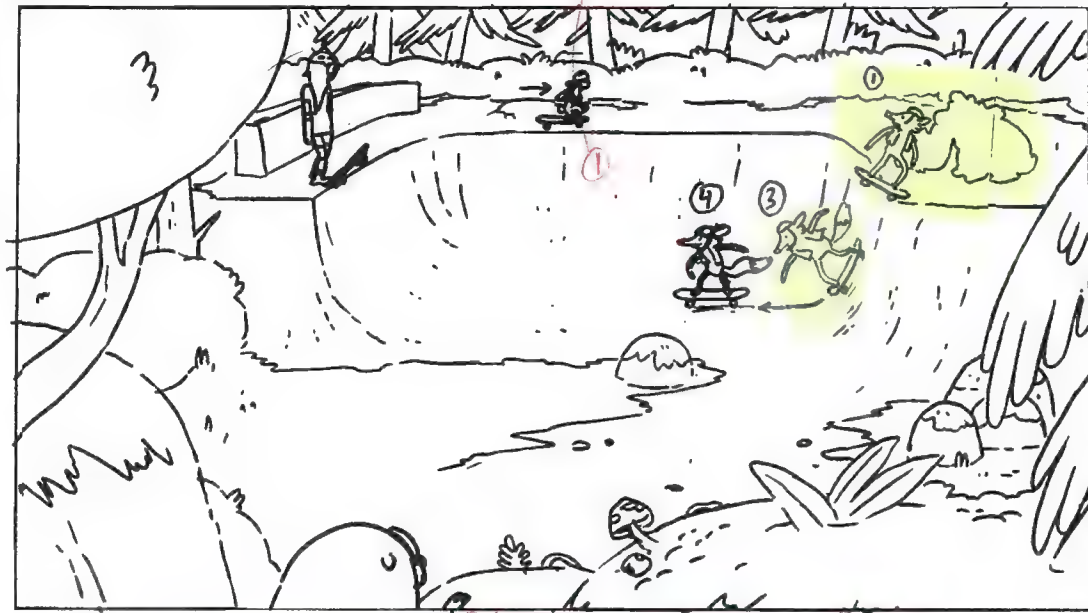
1042 245

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# ADVENTURE TIME

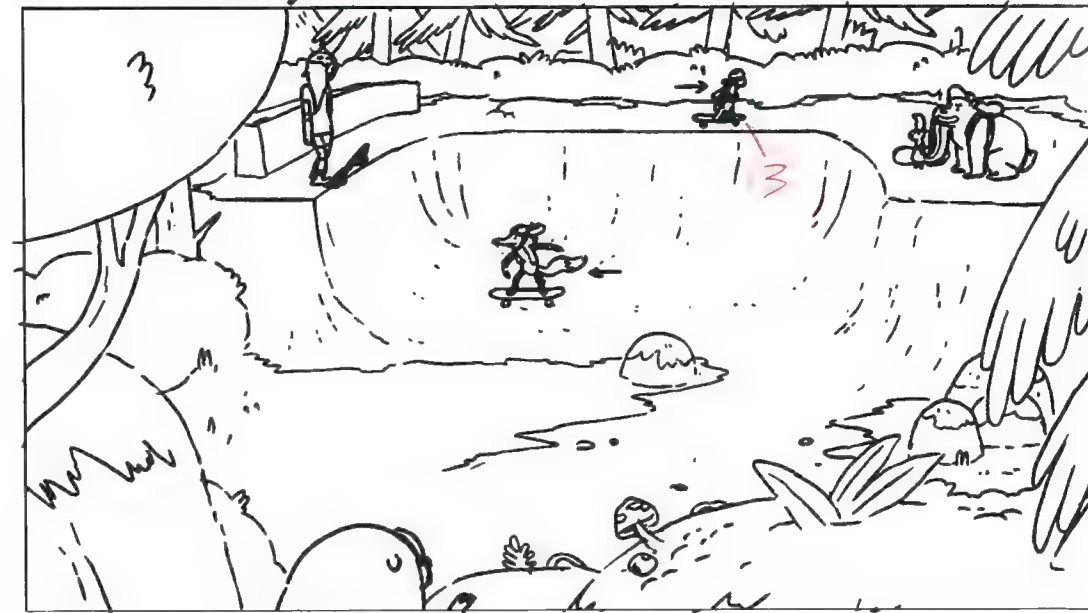


Sc. 37 Pnl. A *[2AP011]* Bg. day night



*RAVENS SKUNK BEAR*

Sc. 37 *cont* Pnl. B Bg. day night



Dialog:

Action:

*FOX DROPS INTO RAMP*

Timing:



MAR 16 2016

1042-245

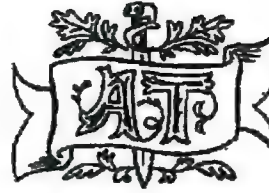
EPISODE #

1042 245

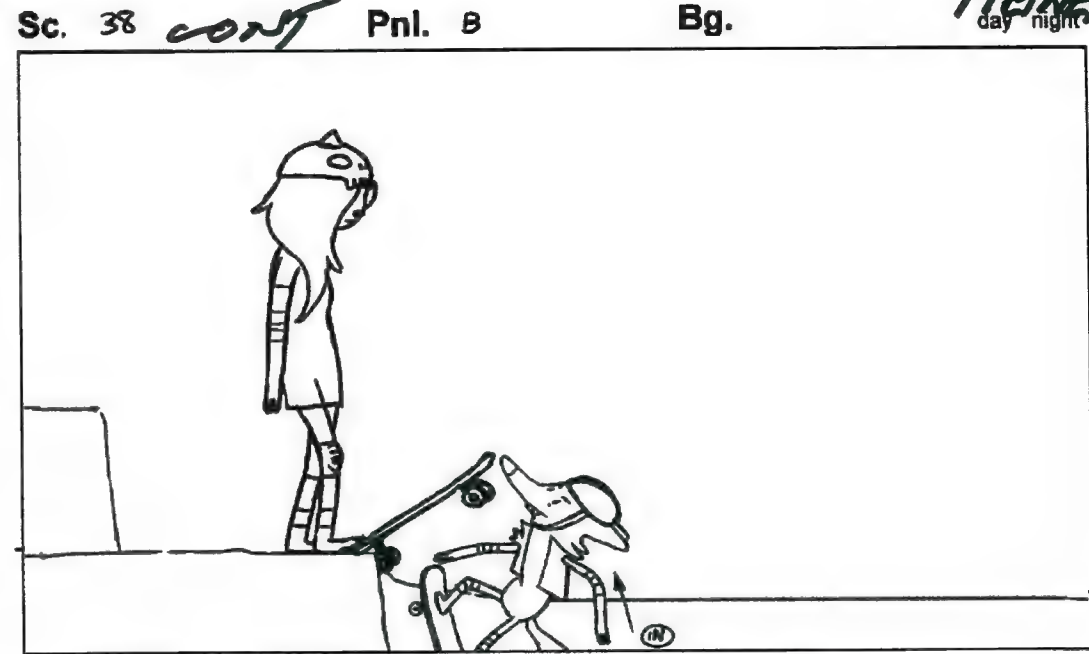
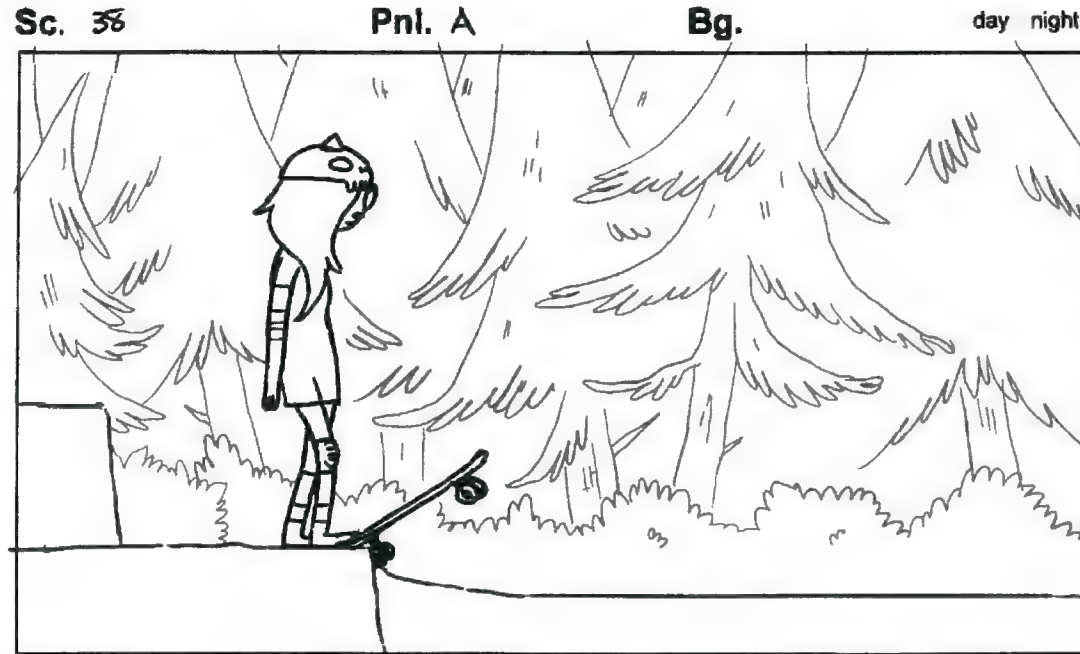
Production :

1042 245

# ADVENTURE TIME



Page 77A  
17B NEXT  
day night



Dialog:

Action:

-TEEN FOX SKATES UP RAMP.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 71B

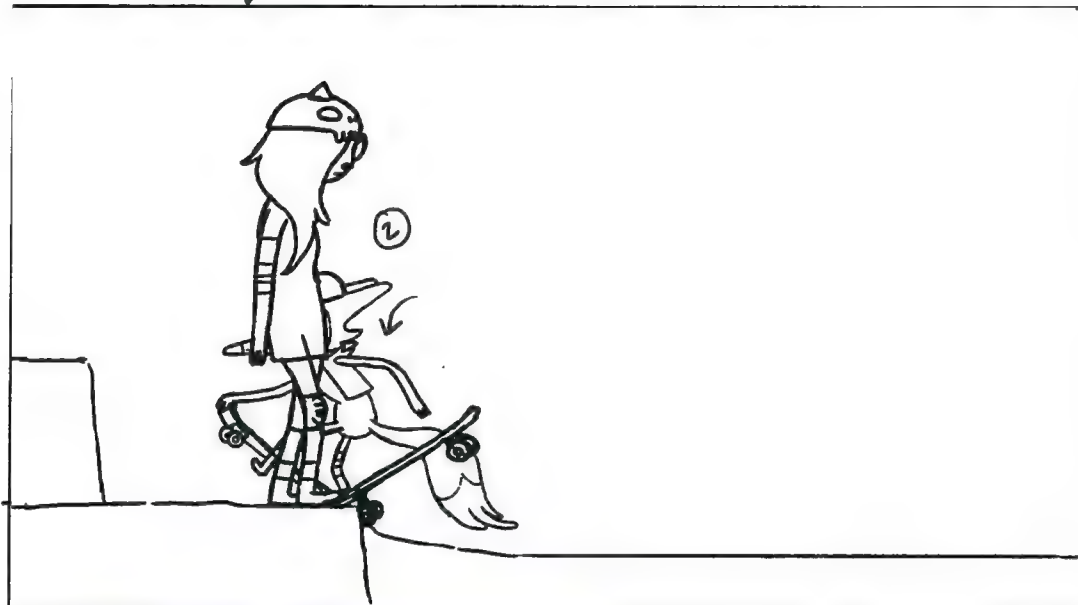
**TONEXT**  
day night

Sc. 38 *cont*

Pnl. C

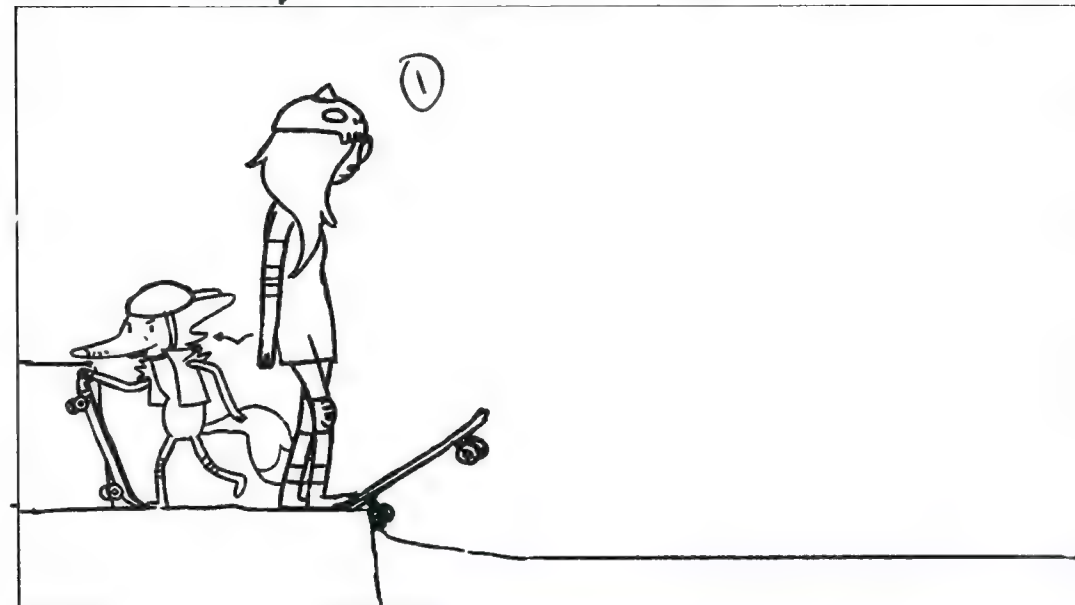
Bg.

day night



Sc. 38 *cont* Pnl. D

Bg.



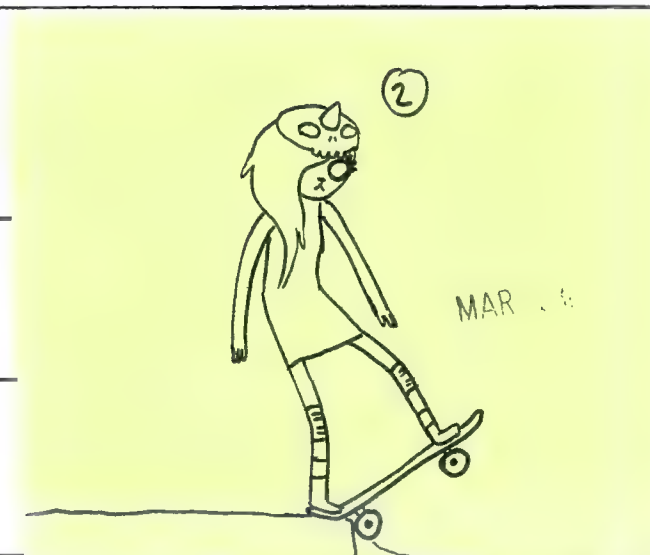
Dialog:

Action:

Timing:



Fox IN, Airborn. Back foot off board  
R hand reaches for skateboard. Tail dragging behind



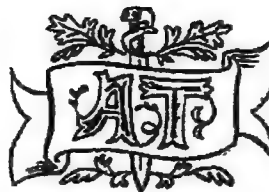
Production :

EPISODE #

1042-245

1042 245

# ADVENTURE TIME



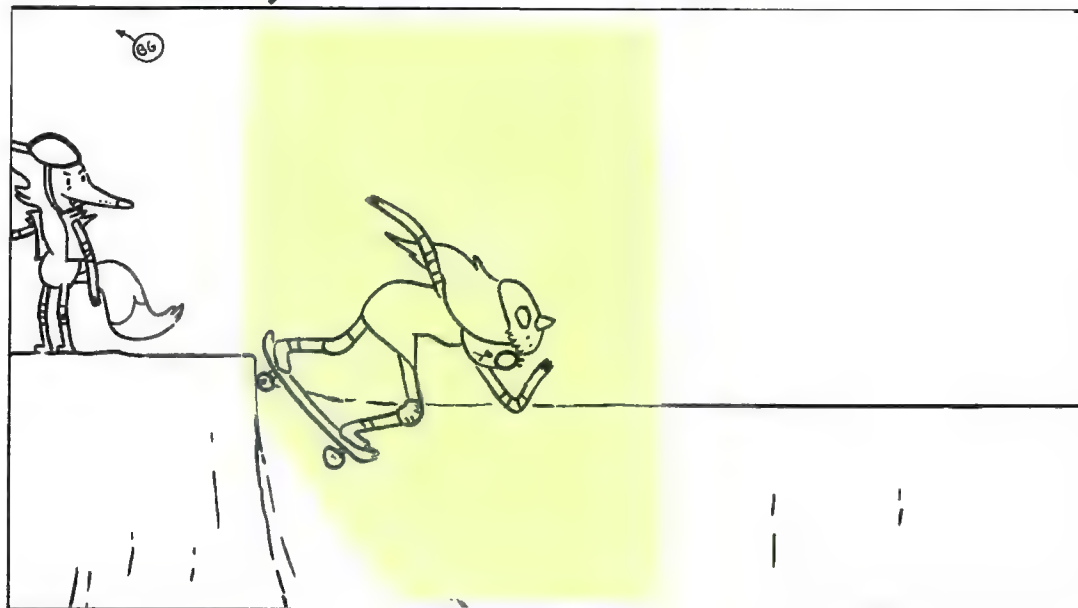
Page 78

78A NEXT

Sc. 38 *cont* Pnl. E

Bg.

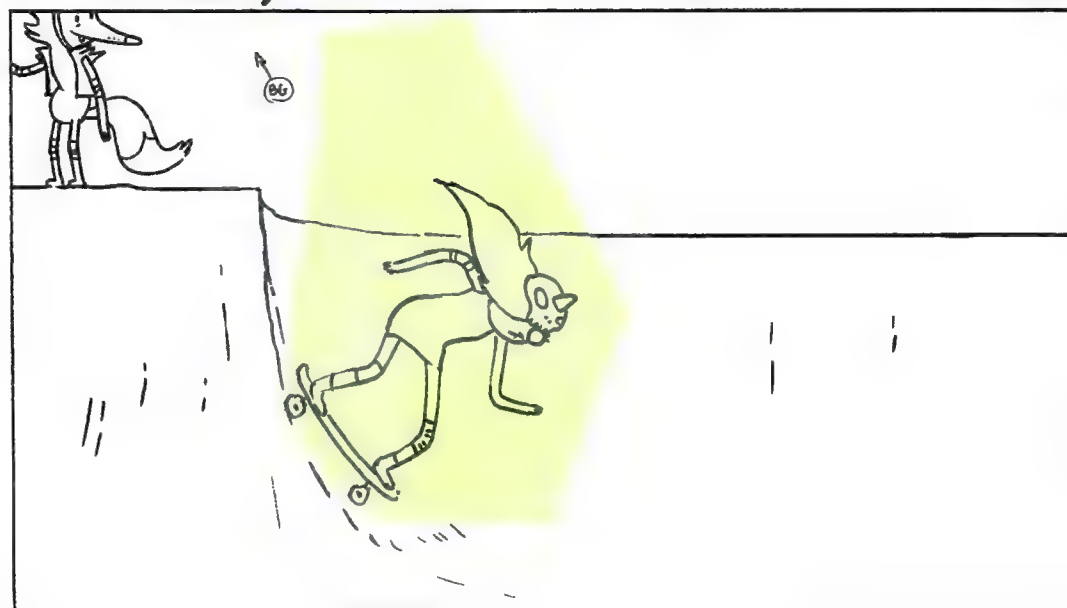
day night



Sc. 38 *cont* Pnl. F

Bg.

day night



Dialog:

SFX:  
\*CHFF\*

Action:

- CAMERA FOLLOWS BRONWYN

Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

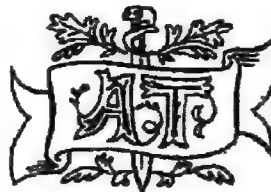
1042 245

1042 245

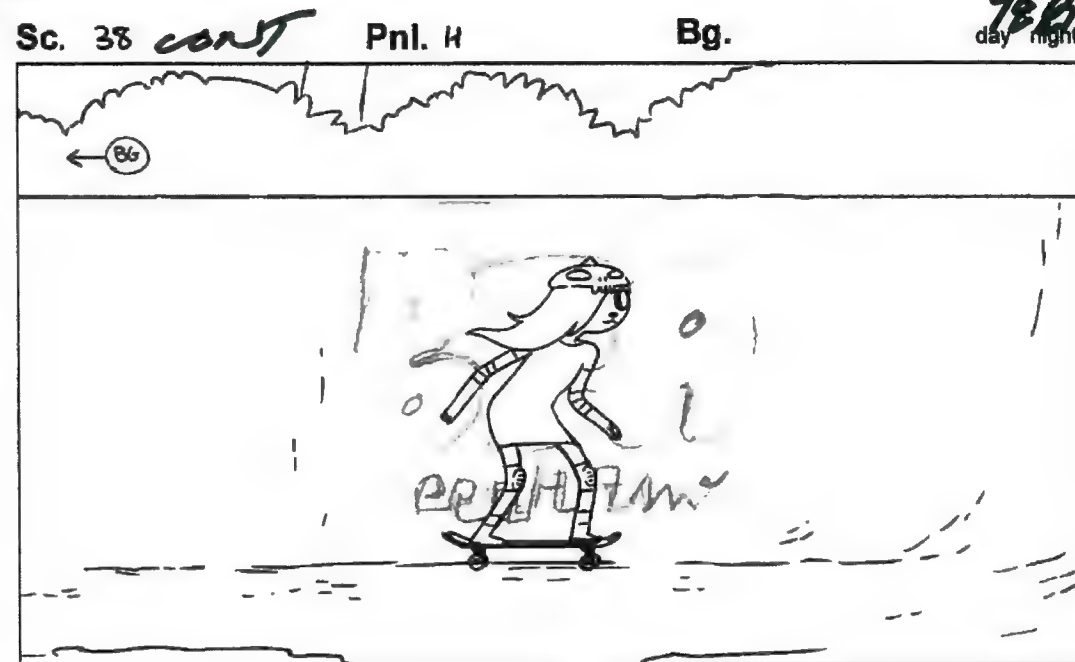
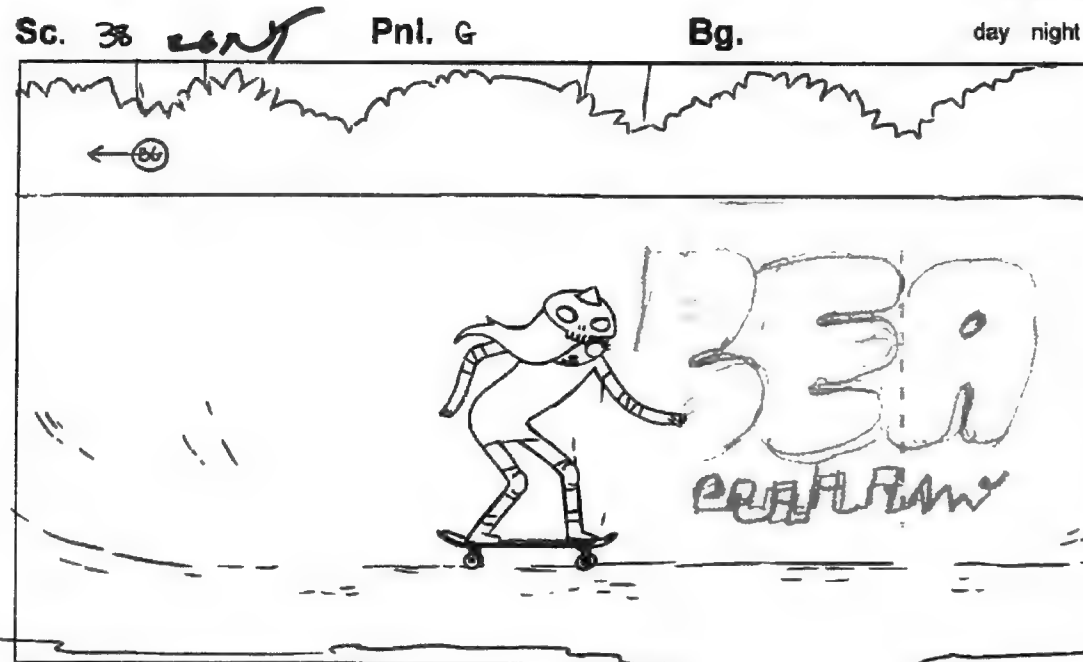
1042 245



# ADVENTURE TIME



Page 78A  
78B NEXT  
day night



Dialog:
Action:
Timing:

MAR 16 2016

1042-245

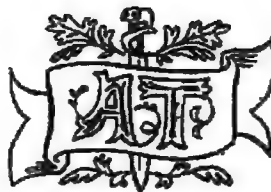
EPISODE #

1042 245

Production :

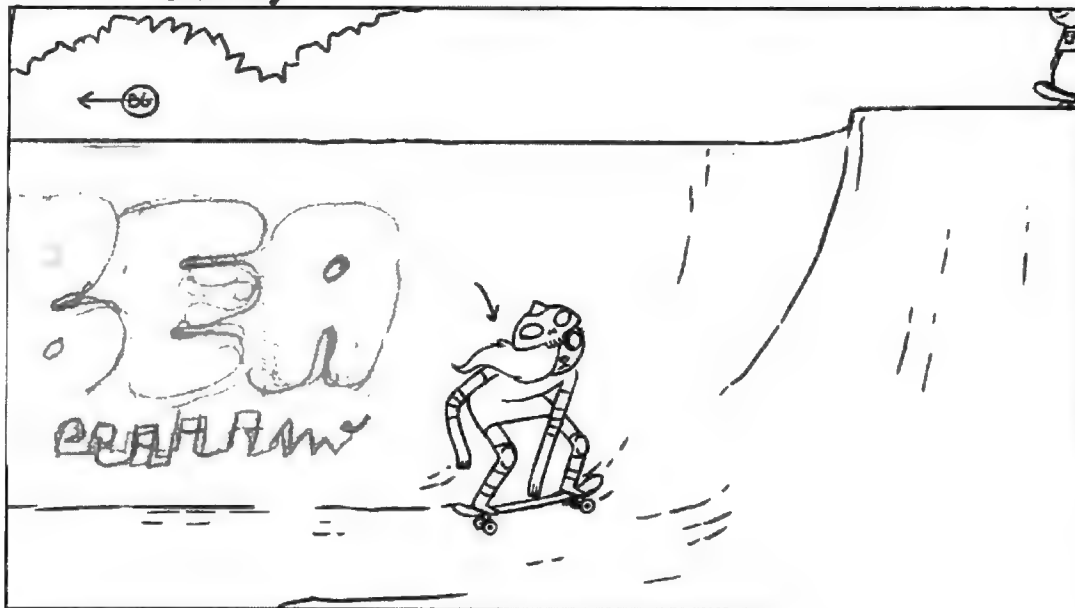
1042 245

# ADVENTURE TIME

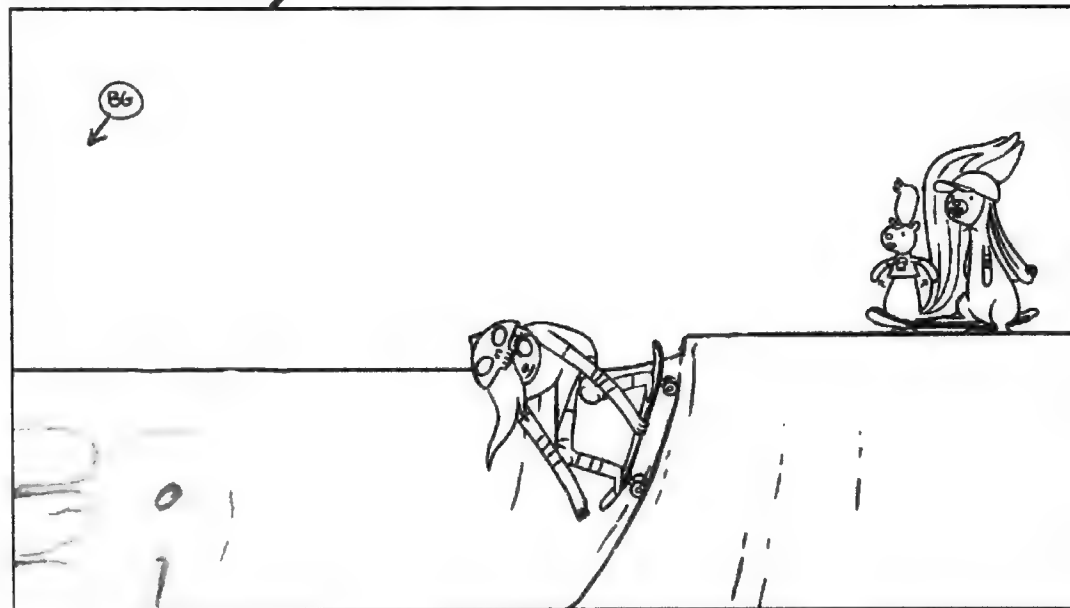


Page 78 B  
**79 NEXT**  
day night

Sc. 38 *cont* Pnl. I Bg. day night



Sc. 38 *cont* Pnl. J Bg. day night



Dialog:

Action:

Timing:

MAR 16 2016

EPISODE #

Production :

1042-245

1042 245

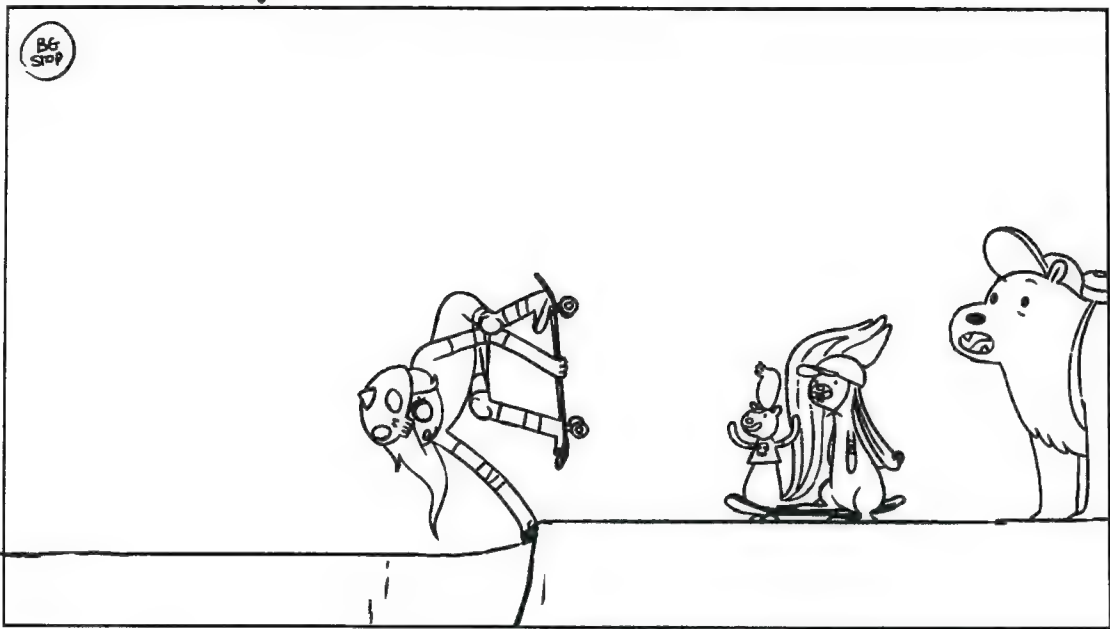
1042 245

ADVENTURE TIME

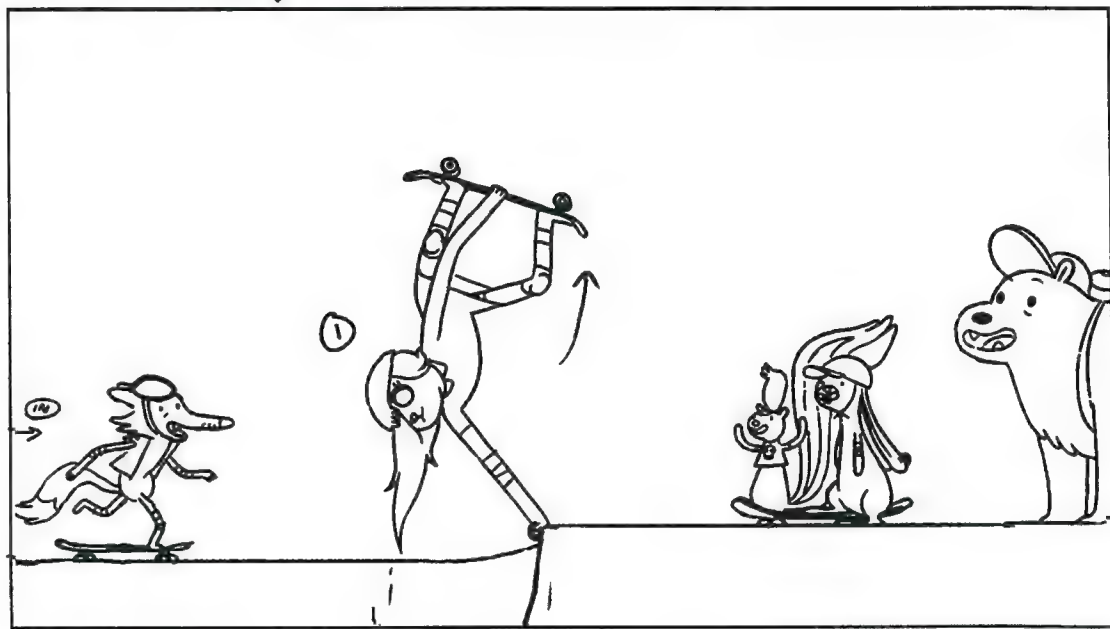


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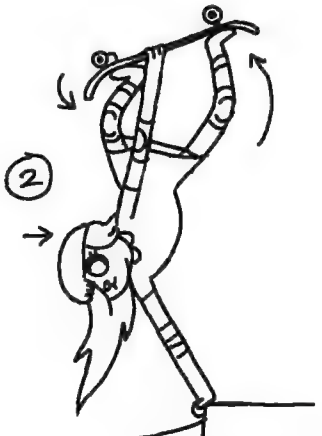
Sc. 38 *cont* Pnl. K Bg. day night



Sc. 38 *cont* Pnl. L Bg. day night



Dialog:	<p><u>SKUNK</u>: YAY! <u>RABBIT</u>: GO BRONWYN!</p>	<p><u>ALL</u>: WOO HOO! YEAH! HA HA!</p>
Action:	<p>- FOX SKATES ON/S. TWEAK/MOVING HOLD FROM ① to ②</p>	
Timing:	<p>MAR 18 2015</p>	



1042 245

EPISODE # 1042-245

1042 245

Production :

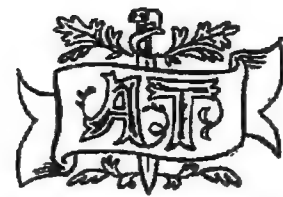
1042 245

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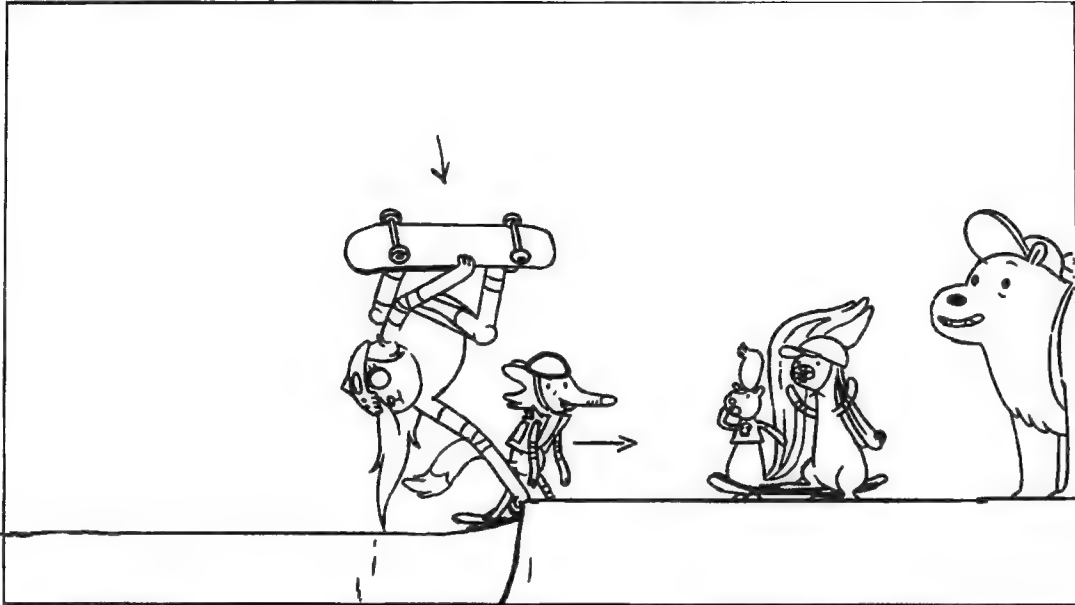
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1042 245

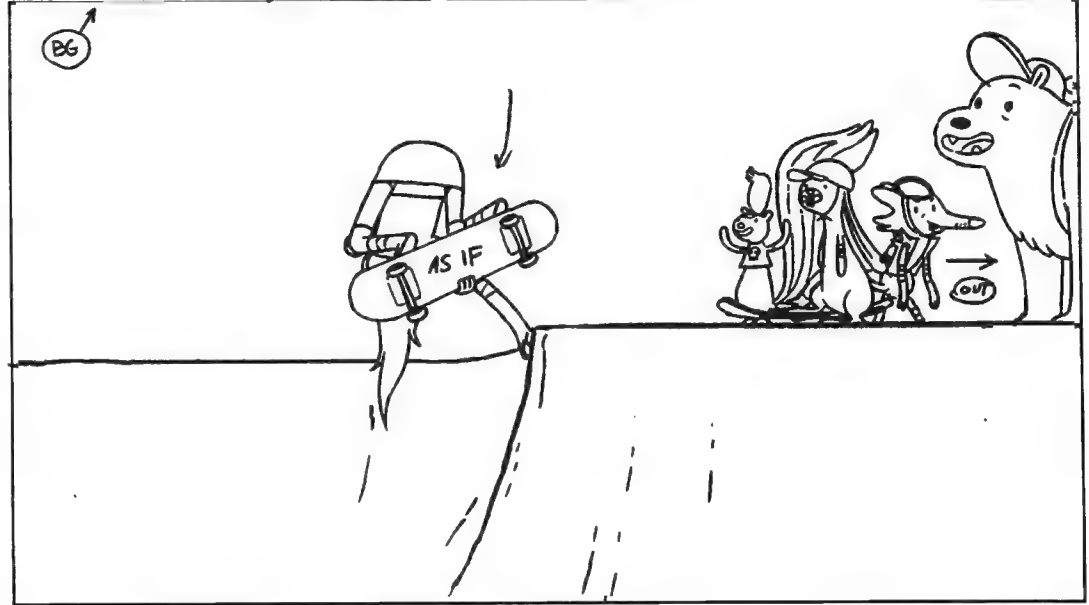
# ADVENTURE TIME



Sc. 38 *cont* Pnl. M Bg. day night



Sc. 38 *cont* Pnl. N Bg. day night



Dialog: SKUNK: YEAH, BRONWYN DO THE  
RABBIT: AIR FLIP  
DO IT! DO IT!

BEAR: GO FOR IT!

Action: - ON BRONWYN WITH FRIENDS.

- FOX PASSES BEHIND OTHER TEENS

- CAM FOLLOWS BRONWYN

MAR 1:6 2016

Timing:

1042-245

EPISODE #

Production :

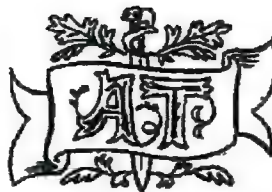
1042 245



1042 245

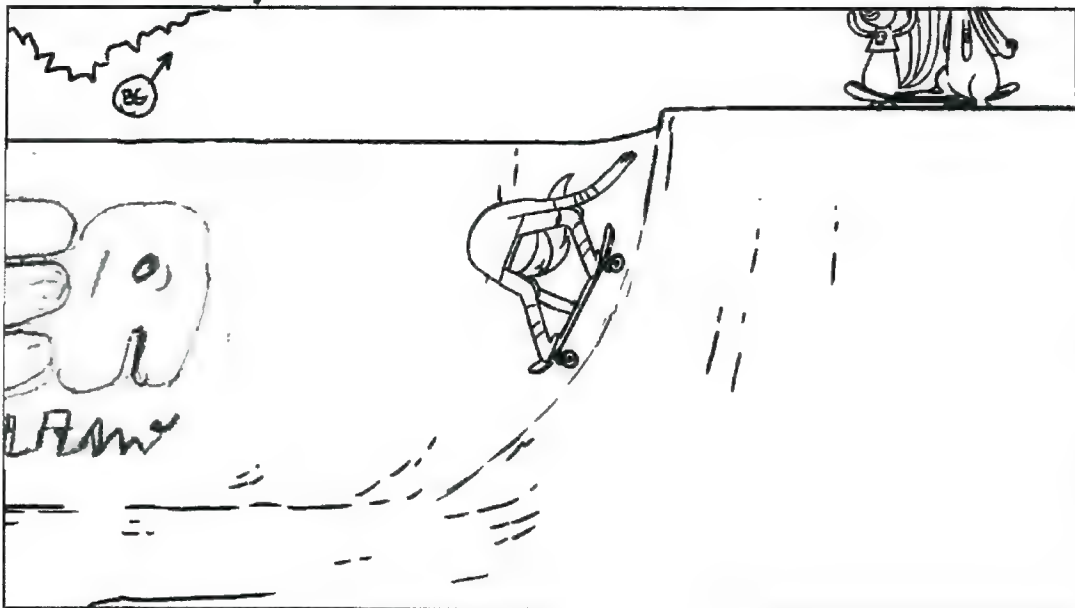
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# ADVENTURE TIME

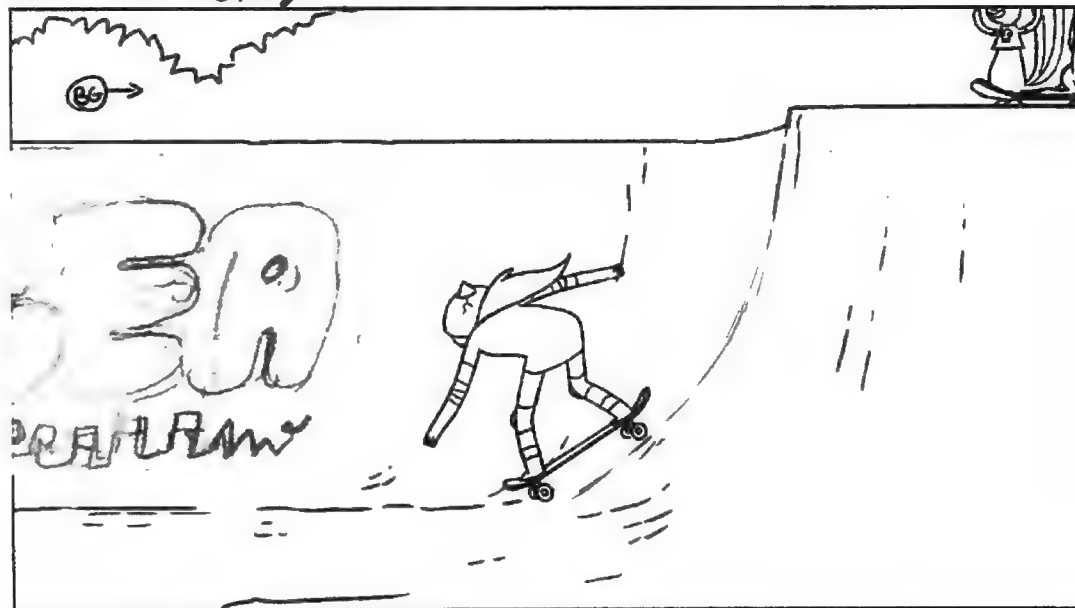


Page 81

Sc. 38 *cont* Pnl. O Bg. day night



Sc. 38 *cont* Pnl. P Bg. day night



Dialog:

FOX: YEAH BRONWYN!

SKUNK: YAY!  
RABBIT: BRONWYN!  
FOX: YES! BEAR: UH-HUH!

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

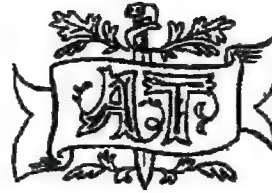
Production :

1042 245

1042 245

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# ADVENTURE TIME



Page 82

Sc.	Pnl.	Bg.	day	night

Sc.	38	Pnl.	Q	Bg.	day	night

Dialog:
Action:
Timing:

MAR 16 2016

Production : EPISODE # 1042-245

1042 245

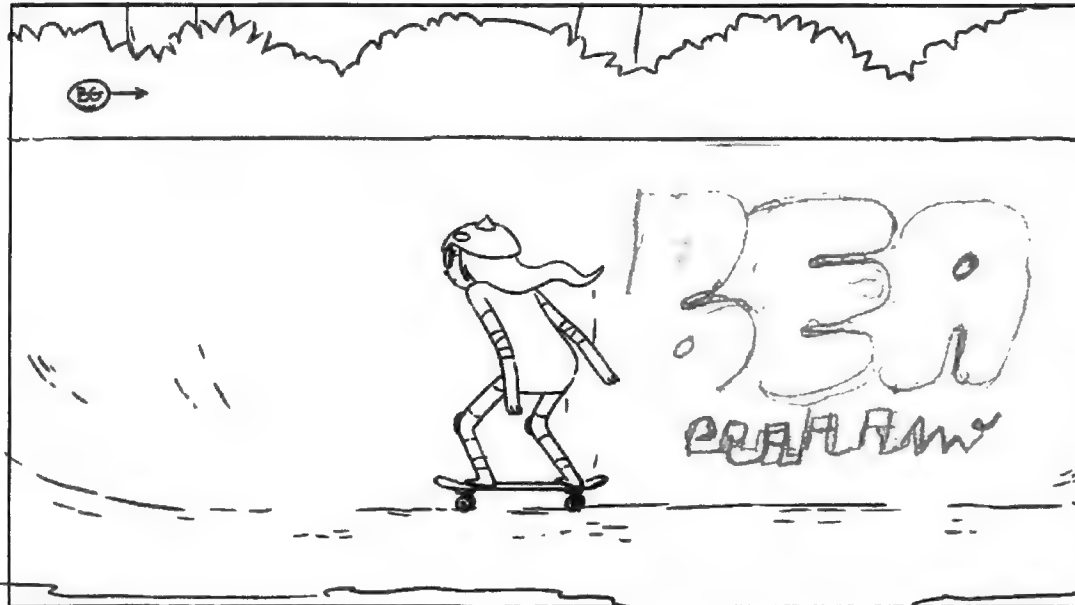
1042 245

# ADVENTURE TIME

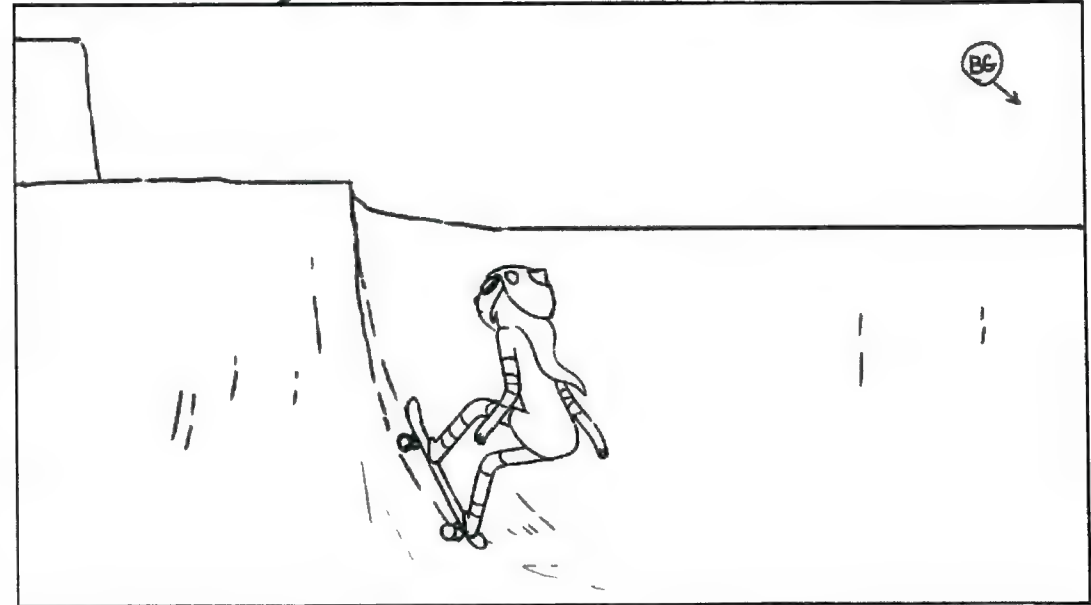


Page 83

Sc. 38 *cont* Pnl. R Bg. day night



Sc. 38 *cont* Pnl. S Bg. day night



Dialog:

SKUNK: YAY!  
RABBIT: OW!

Action:

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

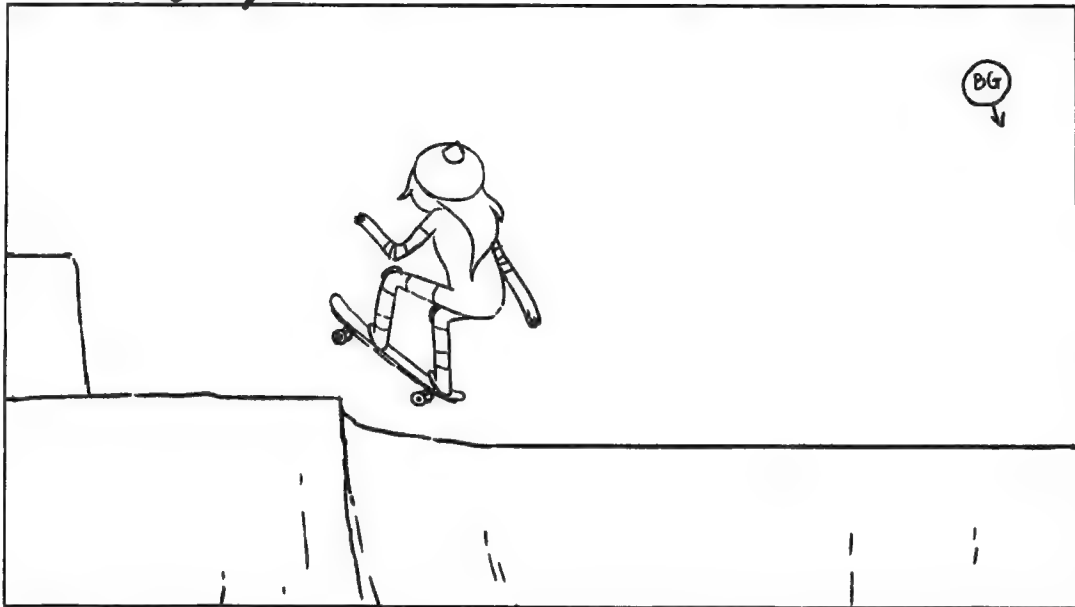
1042 245

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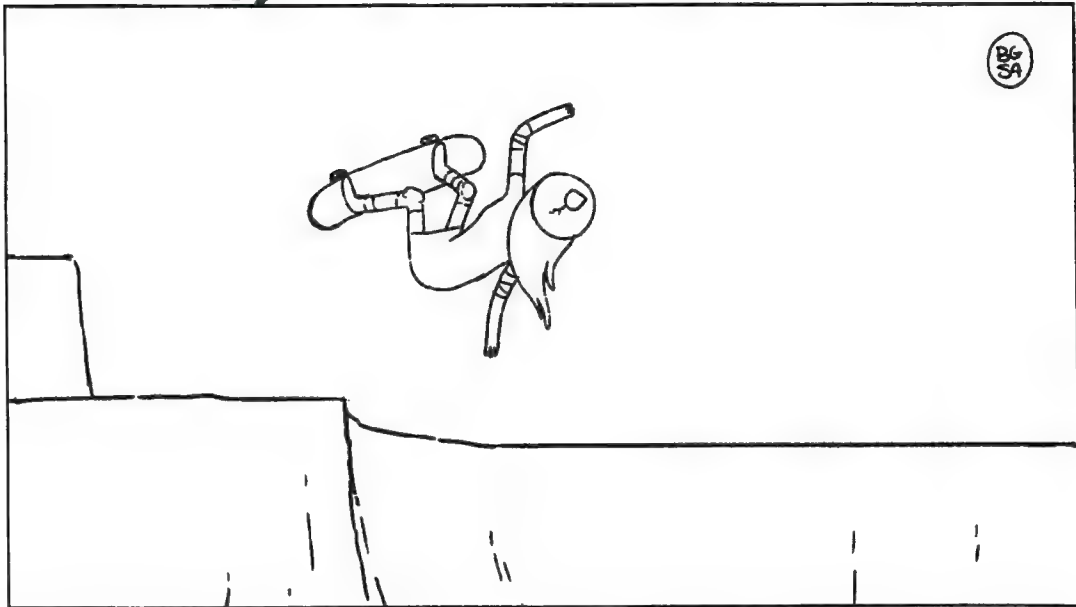
ADVENTURE TIME



Sc. 38 *cont* Pnl. T Bg. day night



Sc. 38 *cont* Pnl. U Bg. day night



Dialog:
SFX: * SKSH! *
Action:
Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

1042 245



# ADVENTURE TIME



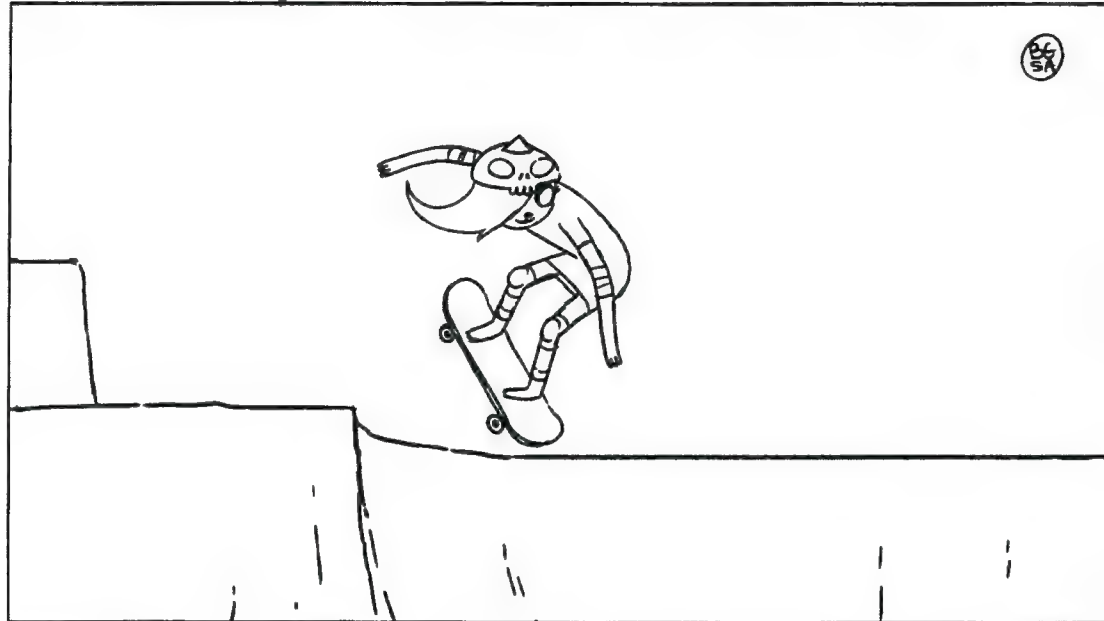
Page 85

**85A NEXT**

Sc. 38 *cont* Pnl. V

Bg.

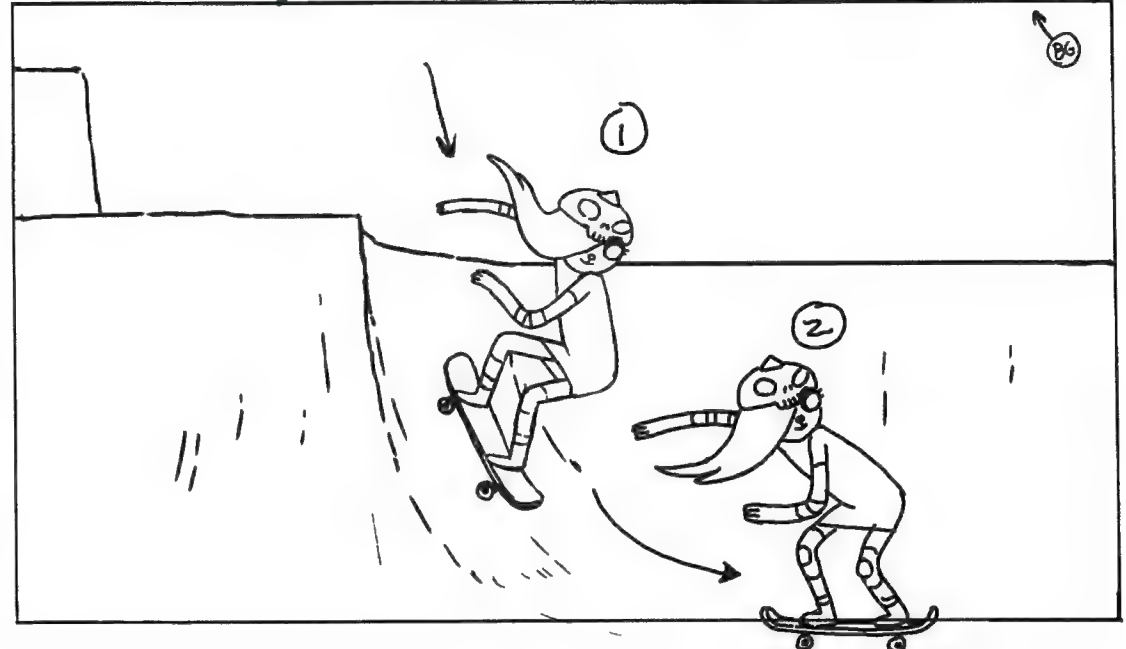
day night



Sc. 38 *cont* Pnl. W

Bg.

day night



Dialog:

SFX:

\* CHFF \*

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042-245

# ADVENTURE TIME

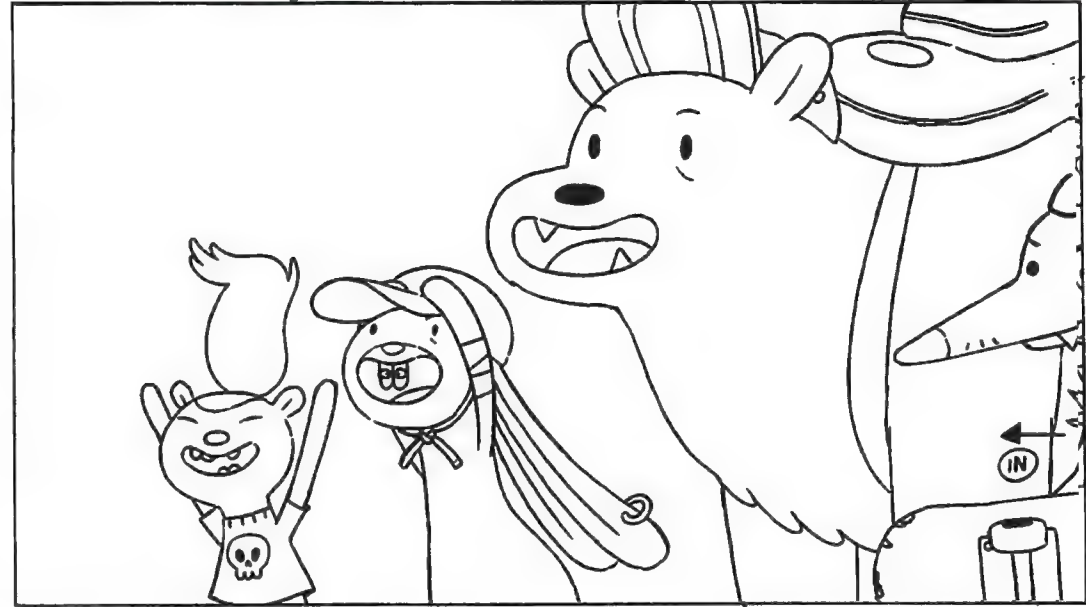


Page 85A  
85B NEXT

Sc. 39 Pnl. A Bg. day night



Sc. 39 *cont* Pnl. B Bg.



Dialog:

ALL: BRON-WYN! BRON-WYN!

Action:

Timing:

MAR 18 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

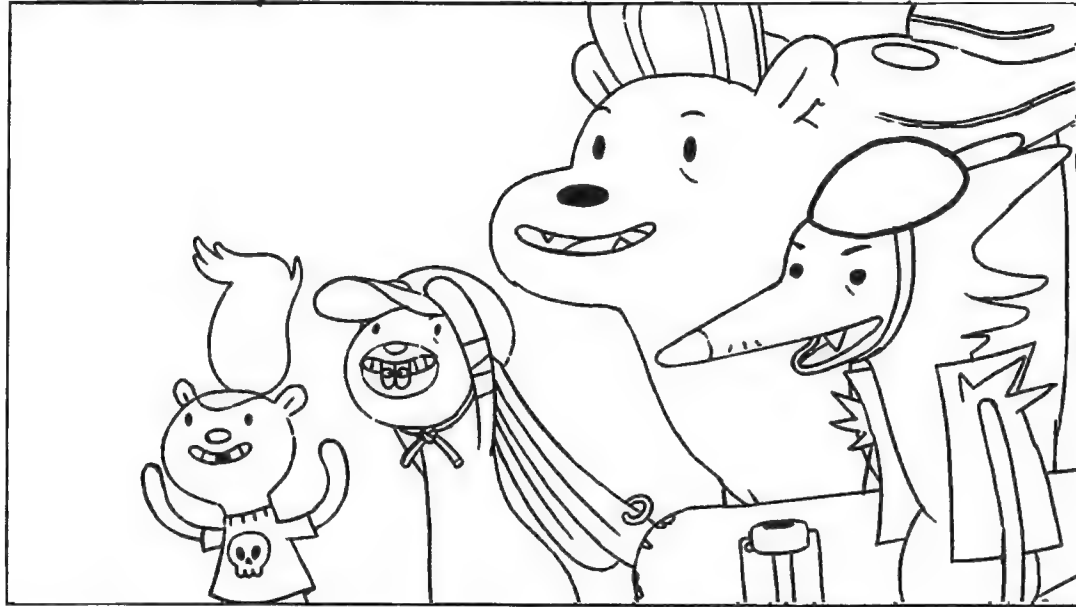
1042 245

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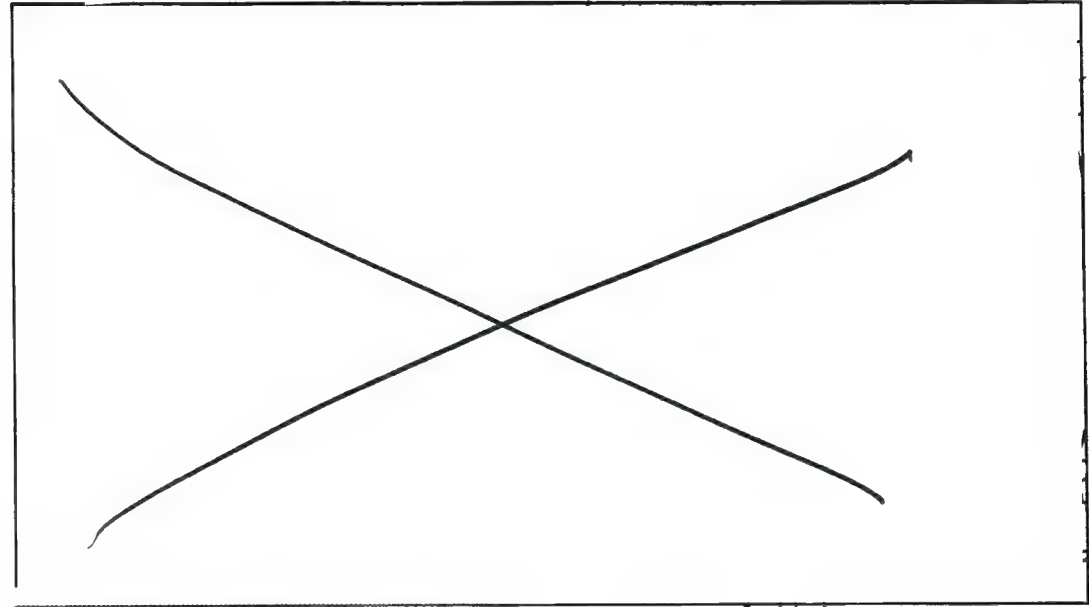
# ADVENTURE TIME



Sc. 39 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Page 85 B  
*86 NEXT*  
day night

Dialog:

FOX: NICE ONE Bronwyn!

Action:

Timing:

MAR 16 2016

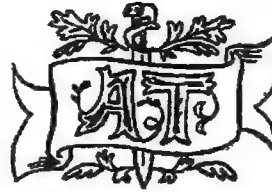
EPISODE # 1042-245

1042 245

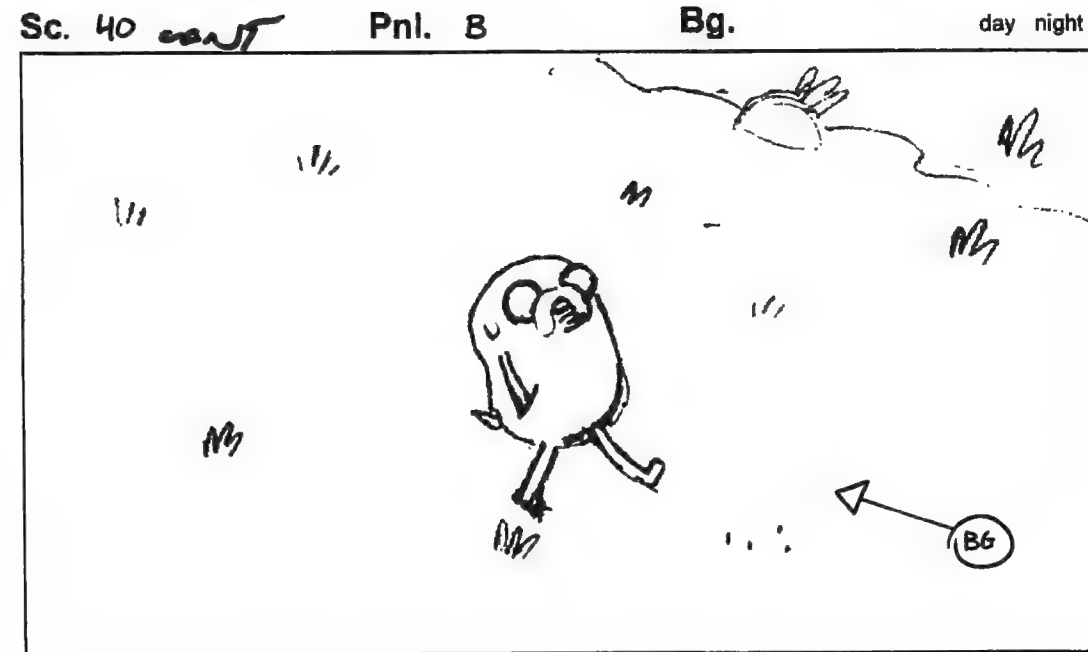
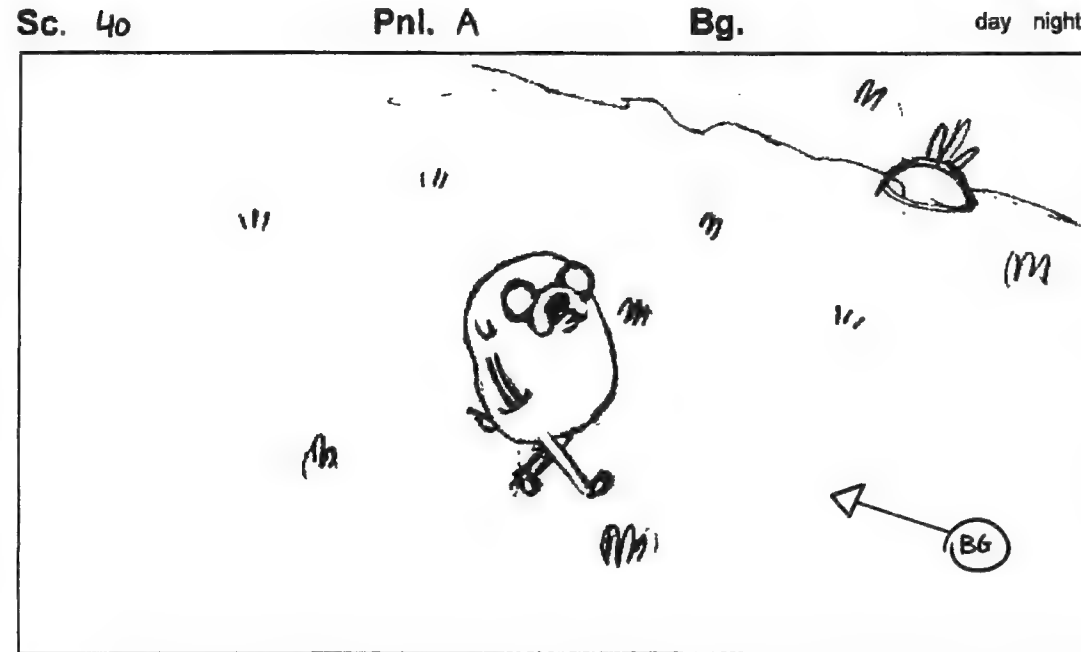
Production :

1042 245

# ADVENTURE TIME



Page 86



Dialog:

J: [WHISTLING LOUDLY]

Action:

ON JAKE STROLLING TO THE  
SKATEBOARD PARK . . .

MAR 16 2016

Timing:

1042-245

EPISODE #

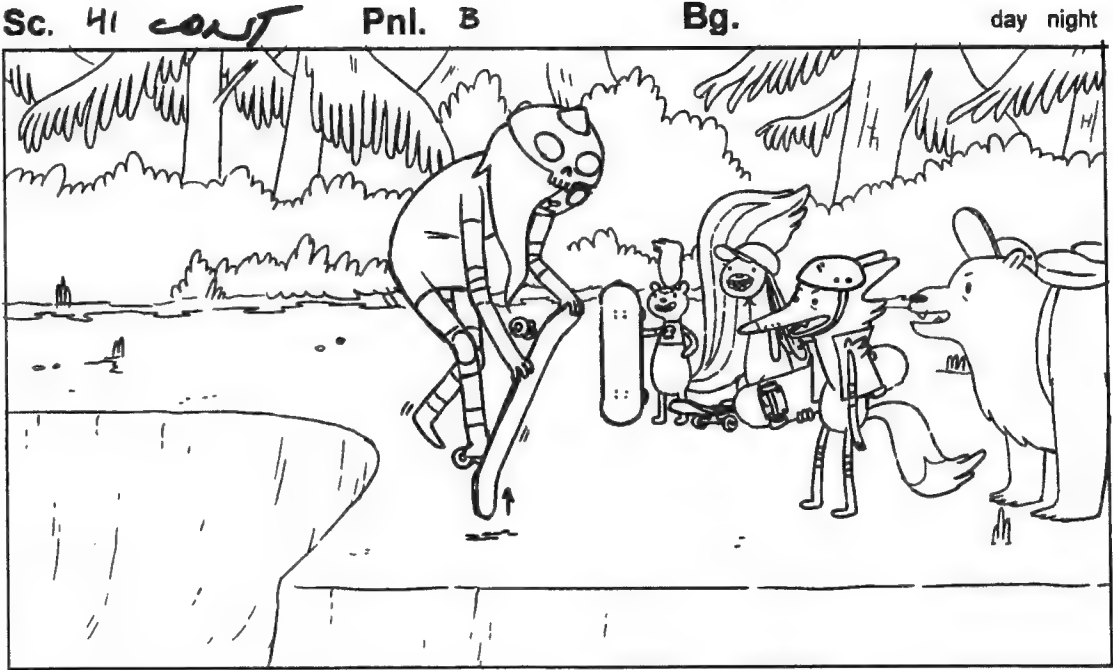
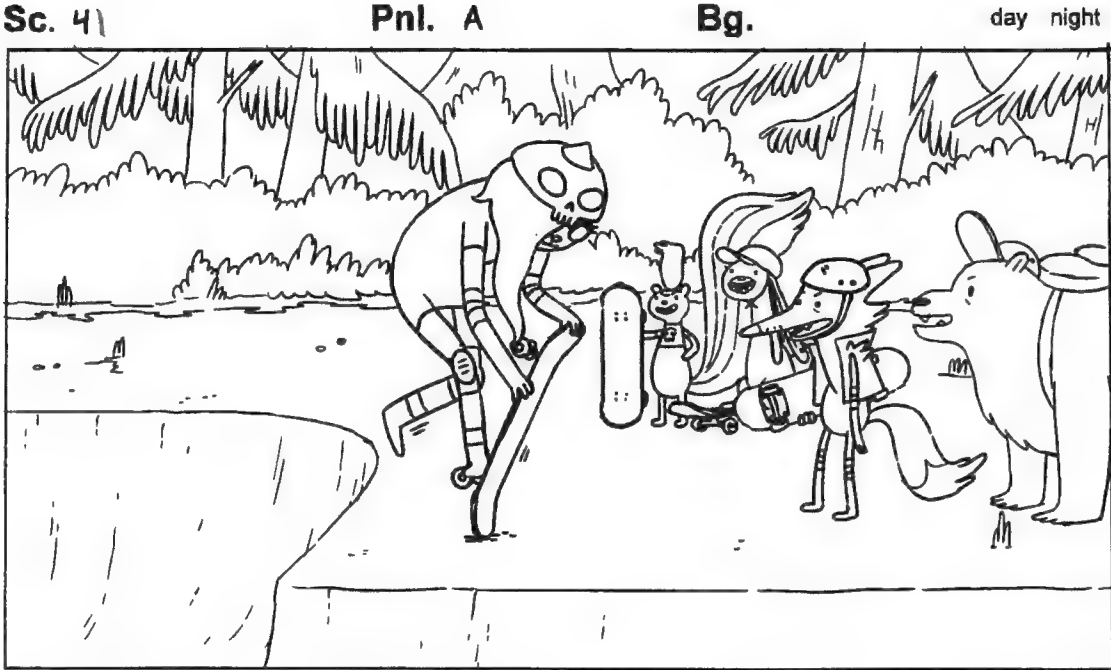
1042 245

Production :

1042 245



ADVENTURE TIME



Dialog:	<p><u>TEEN ANIMALS</u> : HA HA HA HA.</p> <p><u>TEEN ANIMALS</u> : HEH HEH ...</p> <p><u>FOX</u> : CLASSIC BRONWYN.</p>	
Action:	<p>— BRONWYN HOPPING WITH SKATEBOARD</p> <p>MAR : 6 2016</p>	
Timing:		

1042 245

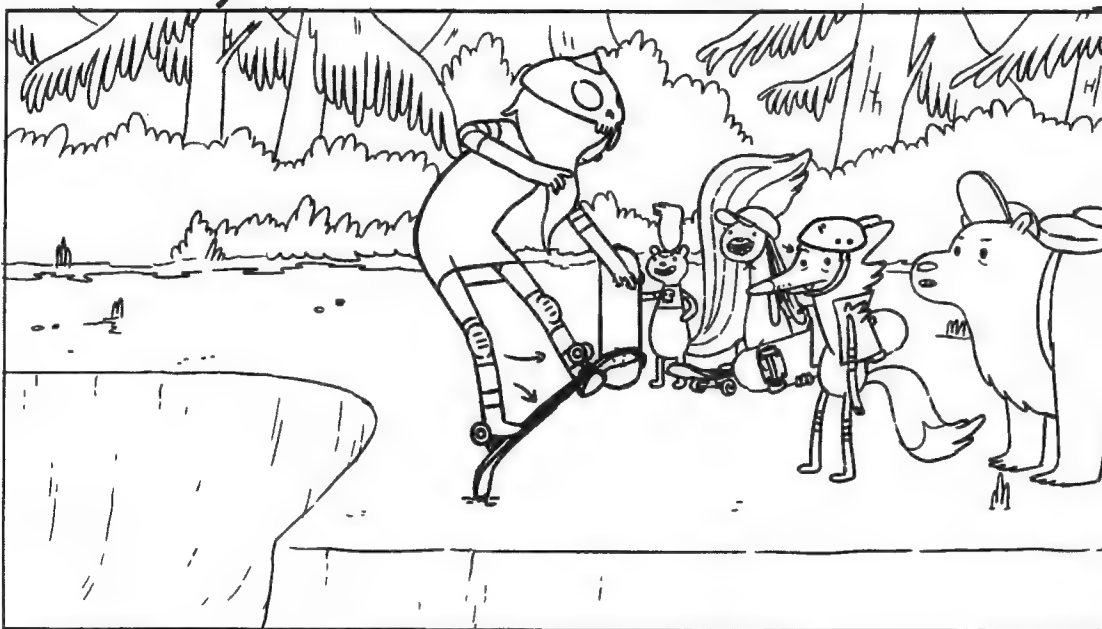
EPISODE # 1042-245  
1042 245  
Production :

1042 245

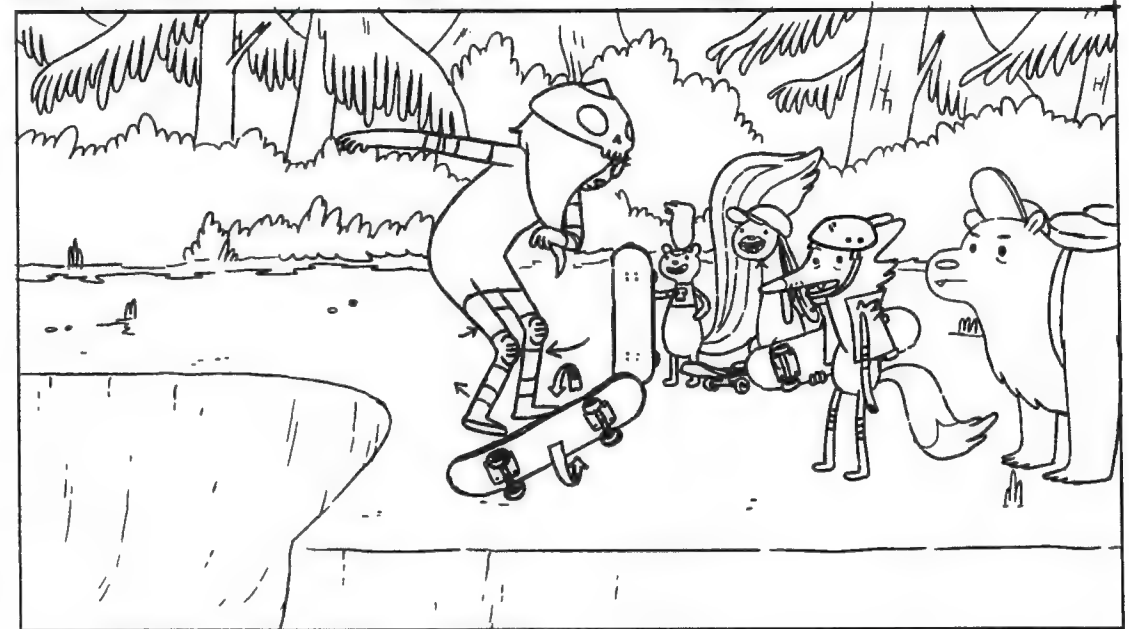
ADVENTURE TIME



Sc. 41 *cont* Pnl. C Bg. day night



Sc. 41 *cont* Pnl. D Bg. day night



Dialog:	<u>GANG</u> : HEH HEH...
Action:	- FOX SEES JAKE
Timing:	

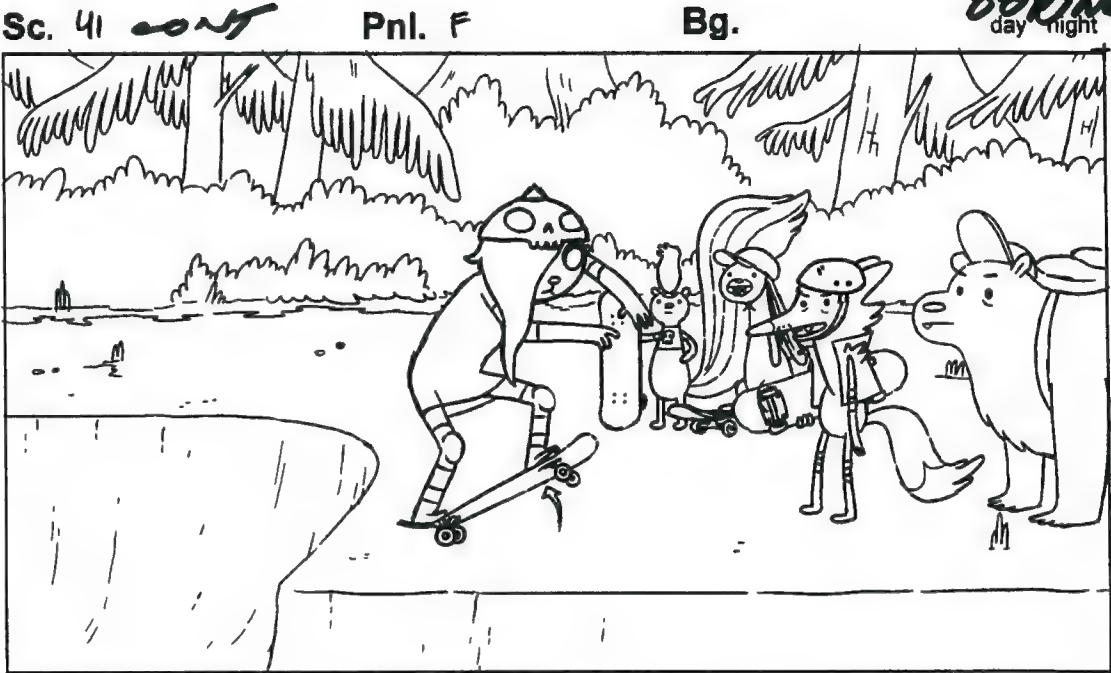
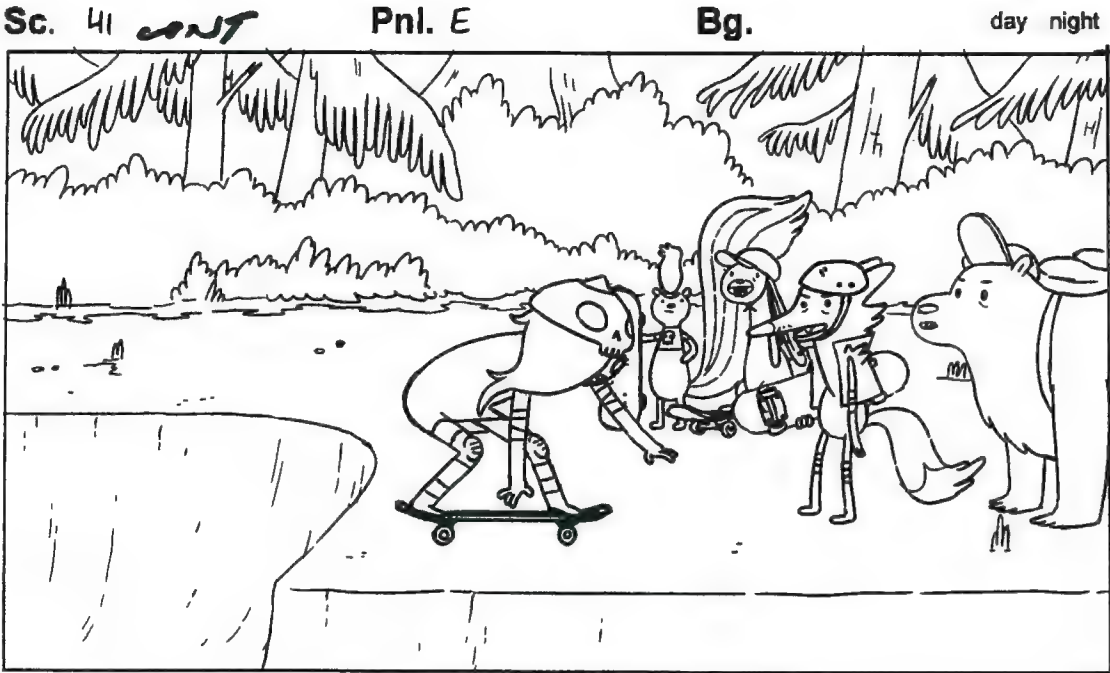
MAR 16 2016

1042 245

EPISODE # 1042 245  
Production :

1042 245

ADVENTURE TIME



Dialog:	FOX: - IS THAT	FOX: - YOUR DAD ?
Action:	MAR 16 2016	
Timing:		



1042 245

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ADVENTURE TIME

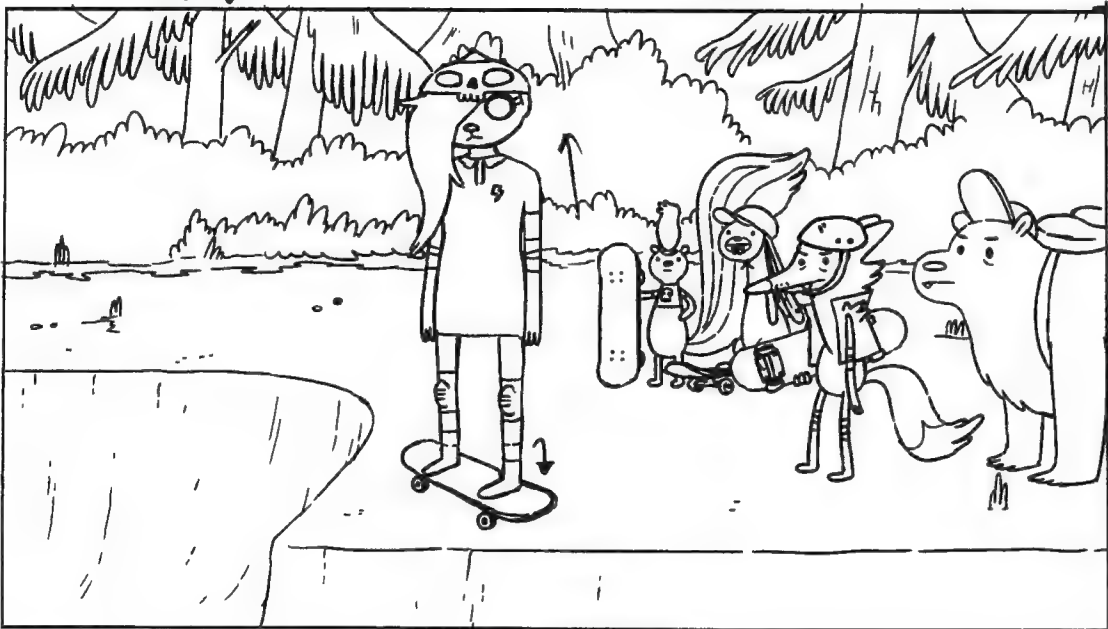


Sc. 41 *CONT*

Pnl. G

Bg.

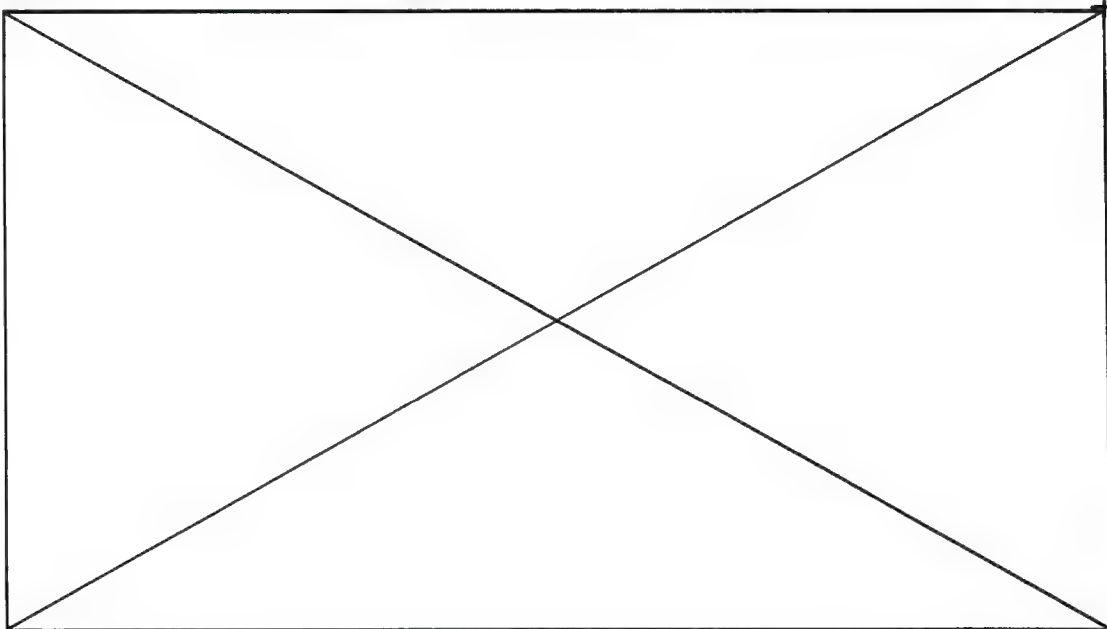
day night



Sc.

Pnl.

Bg.



Page 88 B

*89 NEXT*  
day night

Dialog:

B = [Beat]

Action:

(BRONWYN TURNS AND SEES JAKE.)

MAR 16 2018

Timing:

EPISODE #

Production :

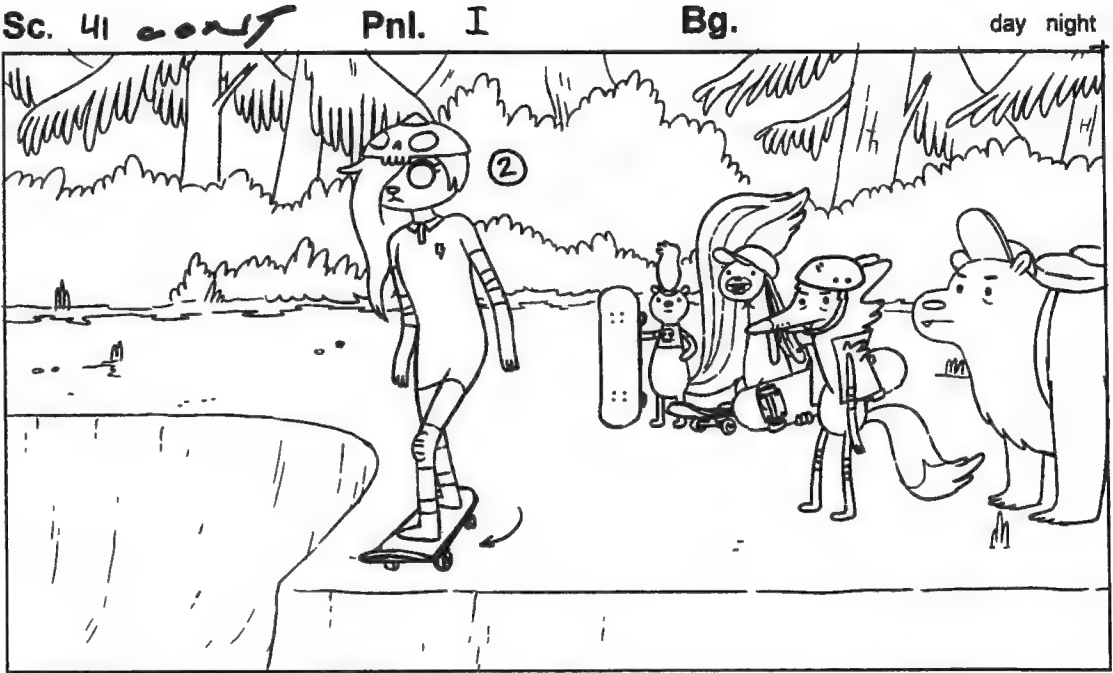
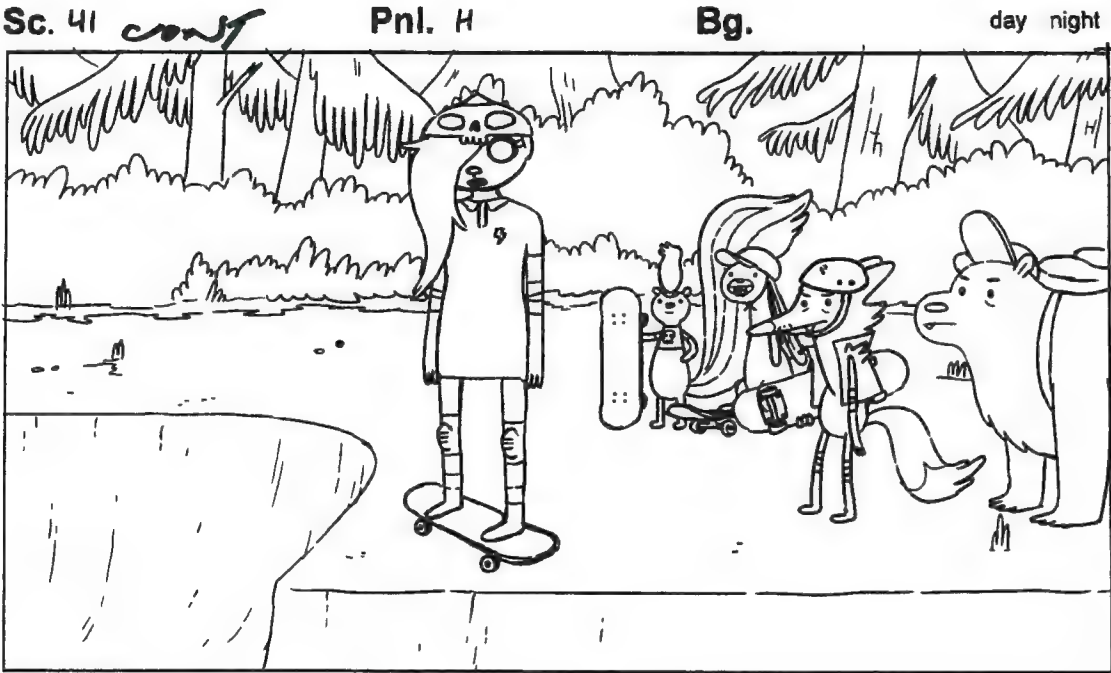
1042-245

1042 245

1042 245




ADVENTURE TIME



**Dialog:**  
BRONWYN: NOPE. THAT'S MY GRANDAD.

**Action:**

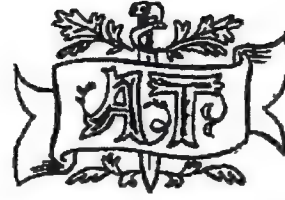
**Timing:**



- B. ① TURNS. →  
LEADING ACTION W/ HER UPPER BODY. ② SKATE BOARD TURN IS DELAYED.

MAR 16 2016

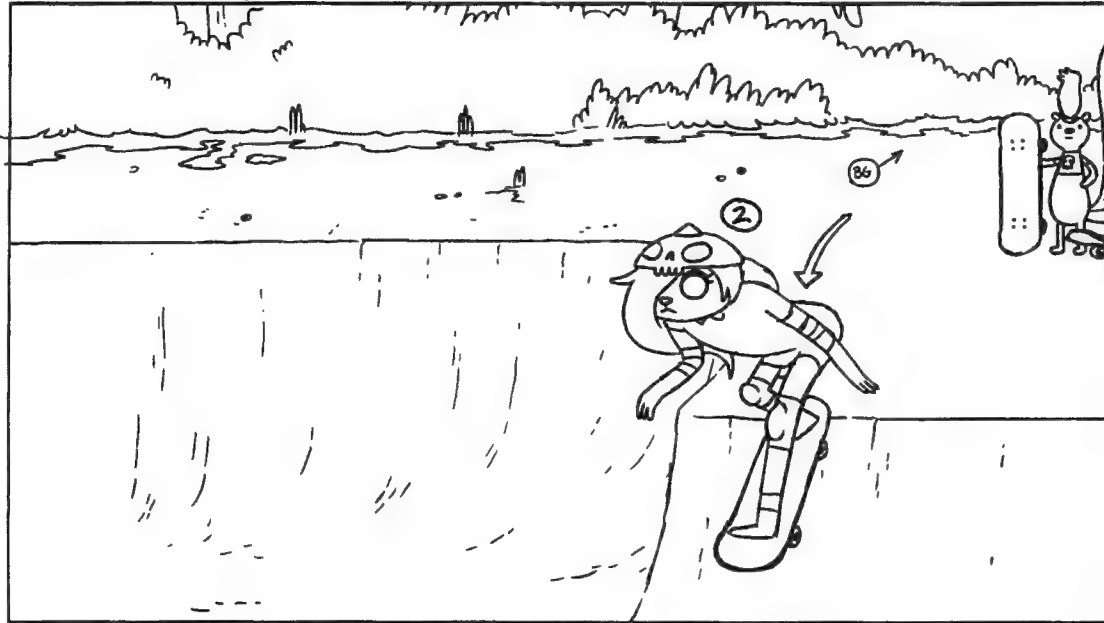
# ADVENTURE TIME



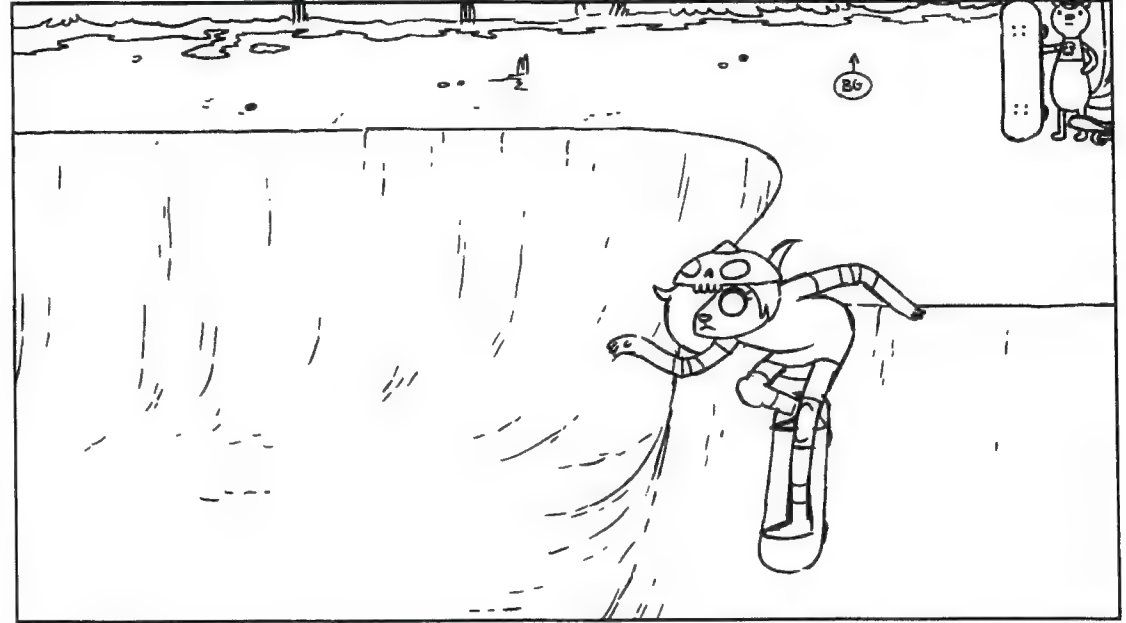
Page 90

90A NEXT  
day night

Sc. 41 *cont* Pnl. J Bg. day night



Sc. 41 *cont* Pnl. K Bg. day night



Dialog:

Action:

Timing:



①  
-B. ROLLS FORWARD,  
COMES TO STOP W/ TAIL  
OF SKATEBOARD RESTING  
ON CORNER OF RAMP  
LIKE THIS:

REFERENCE ONLY.

② B. "DROPS IN"

REFERENCE ONLY.



CAMERA FOLLOWS BRONWYN DOWN  
TO TALK TO JAKE.

MAR 16 2016

1042-245

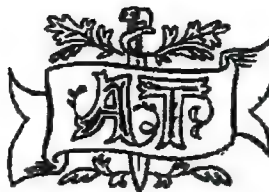
EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 90A

90B NEXT

Sc. 41 *cont*

Pnl. L

Bg.

day night

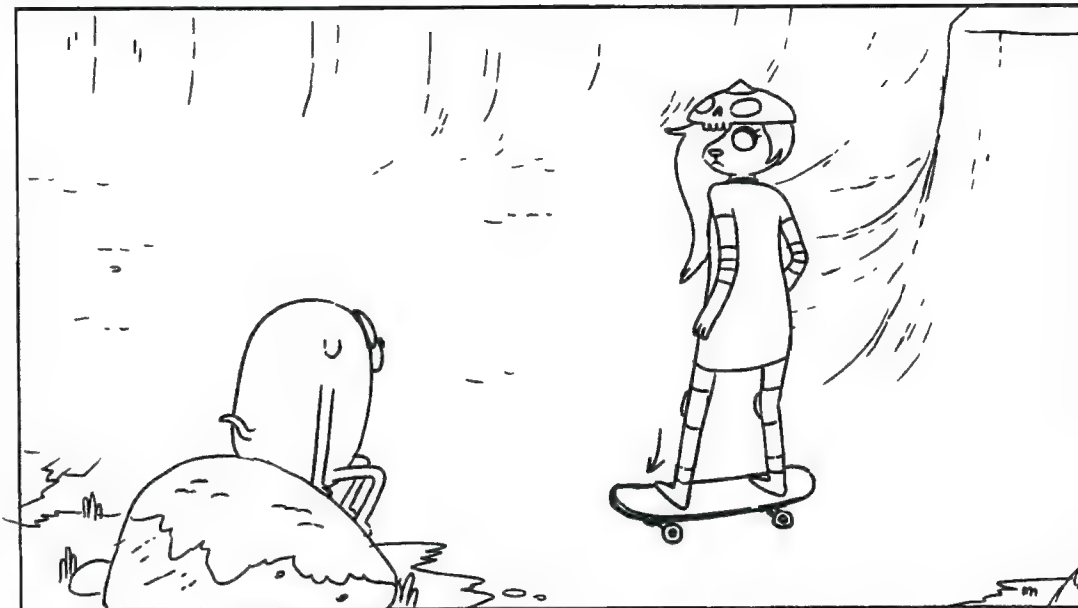


Sc. 41 *cont*

Pnl. M

Bg.

day night



Dialog:

SFX: SCOOCH!

Action:

CAMERA FOLLOWS BRONWYN DOWN  
TO TALK TO JAKE.

Timing:

MAR 16 2016

EPISODE #

1042-245

1042 245

Production :

1042 245

1042 245

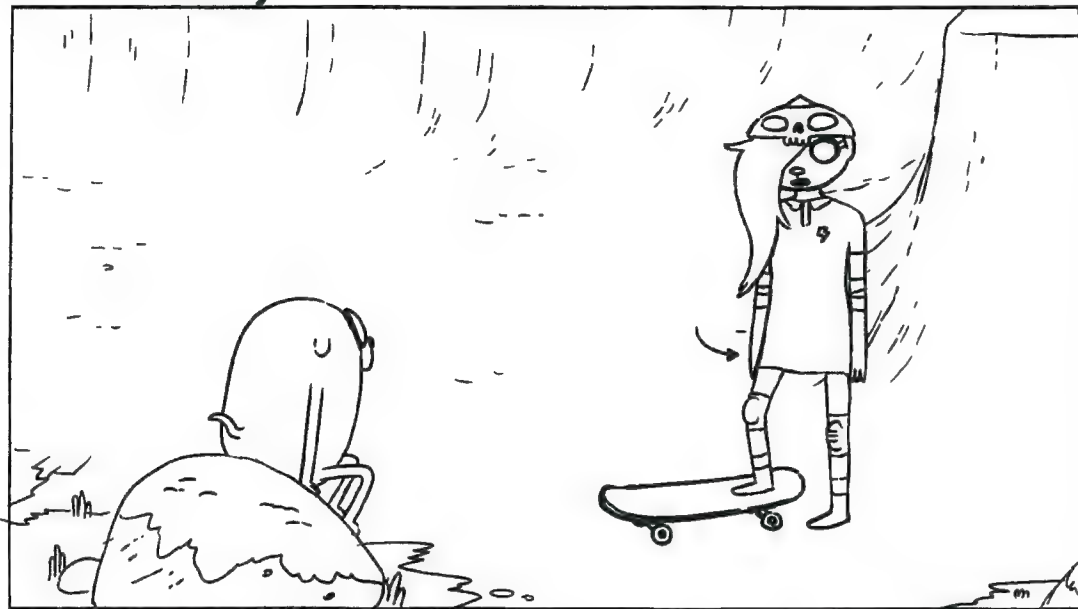
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# ADVENTURE TIME

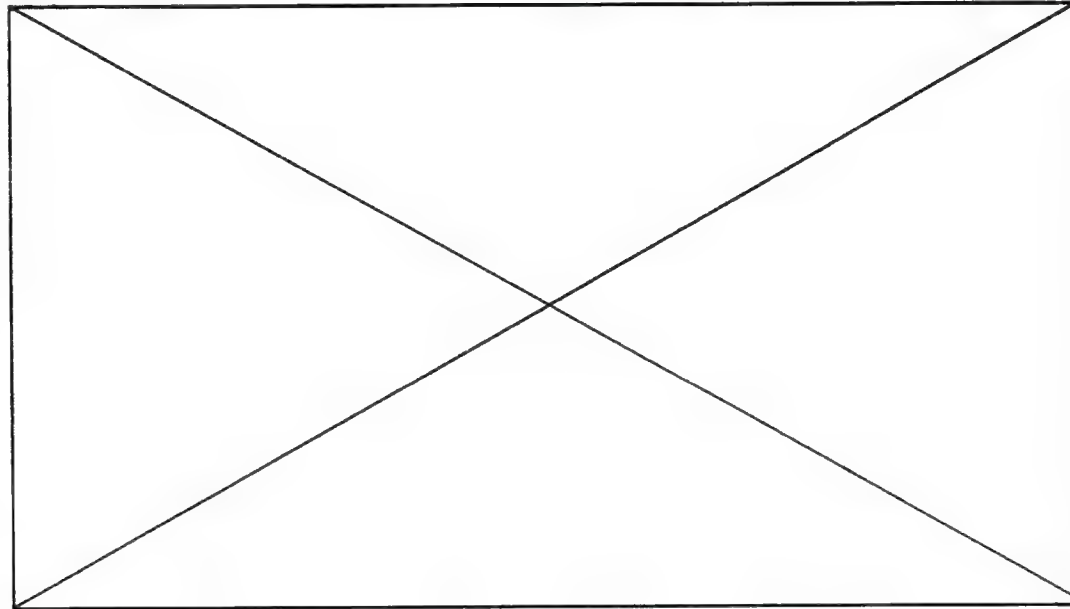


Page 90B  
9/next  
day night

Sc. 41 cont Pnl. N Bg. day night



Sc. Pnl. Bg. day night



Dialog: (B) SO WUT...YOU HERE TO BUST ME.

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

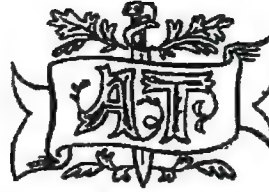
1042 245

Production :

1042 245



# ADVENTURE TIME



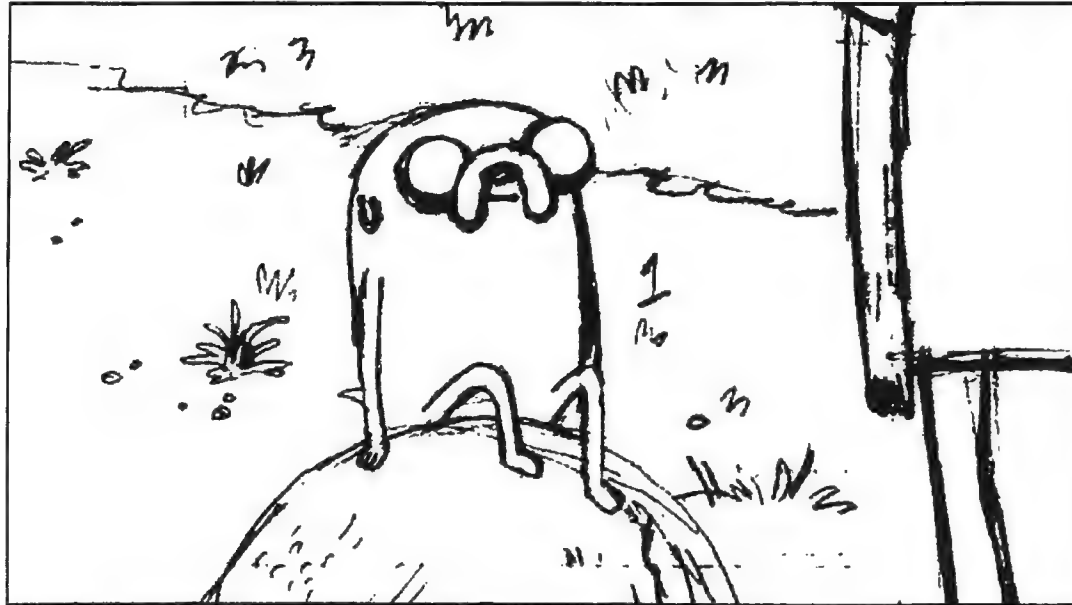
Page 91

Sc. 42

Pnl. A

Bg.

day night

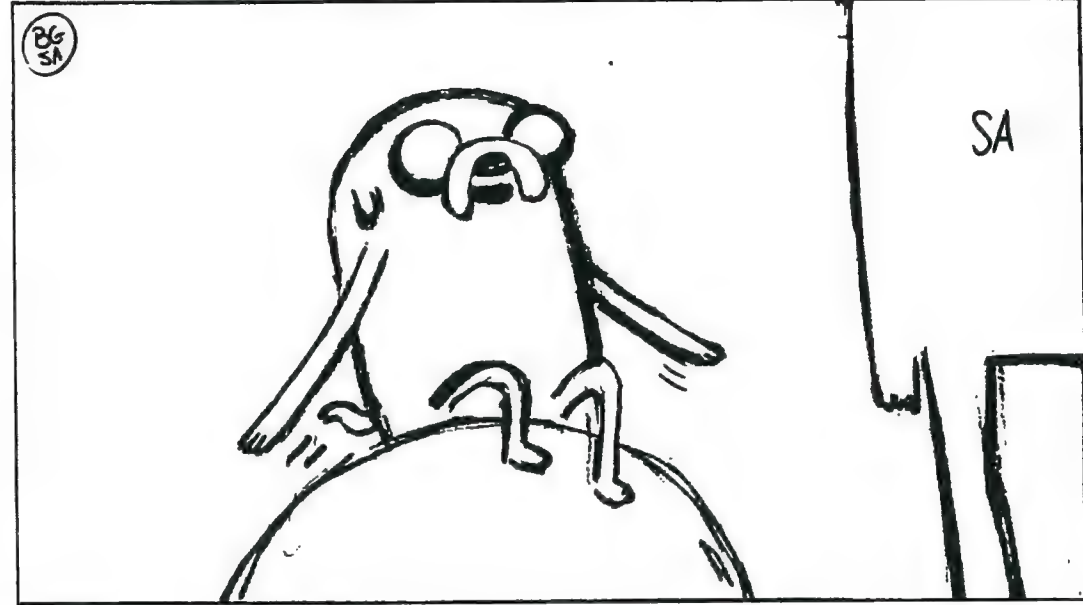


Sc. 42 *cont*

Pnl. B

Bg.

day night



Dialog:

J = NAH...

Action:

Timing:

MAR 18 2016

1042-245

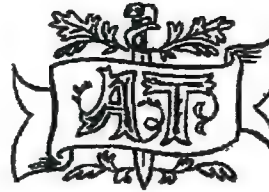
EPISODE #

1042 245

Production :

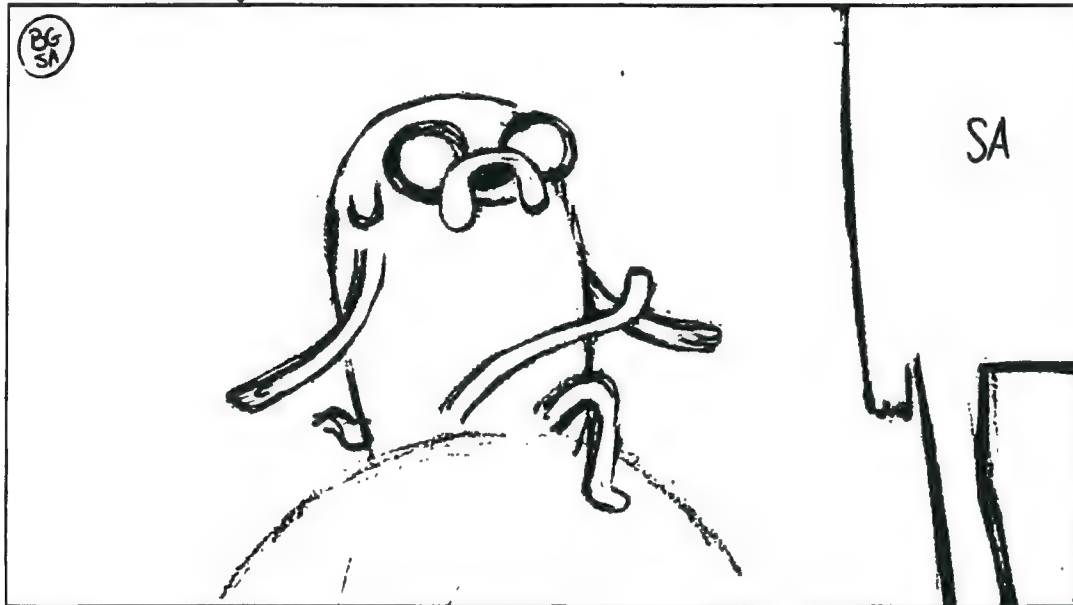
1042 245

# ADVENTURE TIME

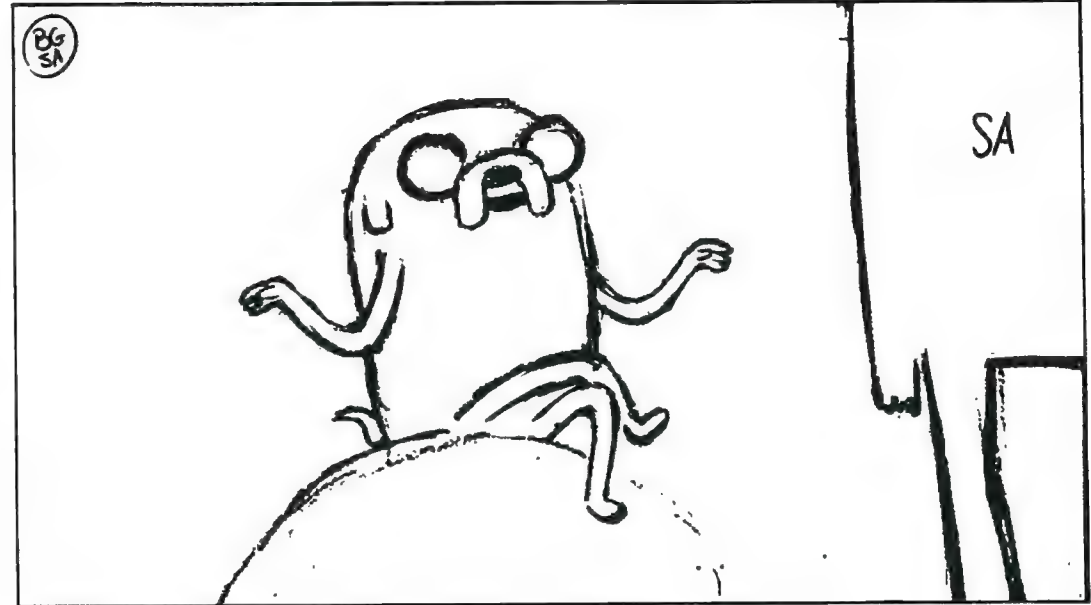


Page 92

Sc. 42 *cont* Pnl. C Bg. day night



Sc. 42 *cont* Pnl. D Bg. day night



Dialog:

J: I'M JUST HERE

Action:

- J. CROSSES LEGS CASUALLY.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

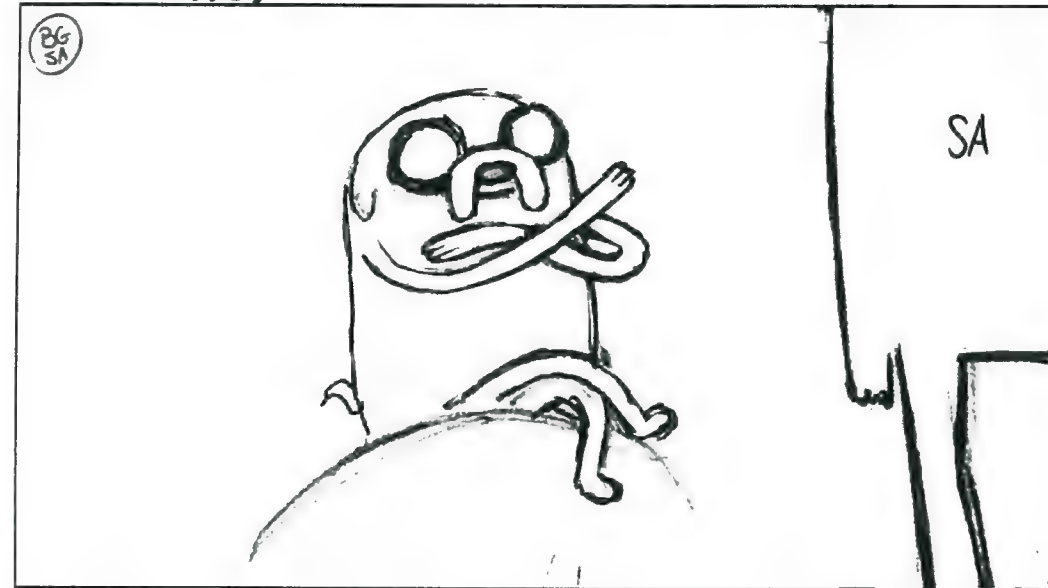
1042 245

ADVENTURE TIME



Page 93  
93A NEXT

Sc. 42 *cont* Pnl. E Bg. day night



Sc. 42 *cont* Pnl. F Bg. day night



Dialog:	J: ... TO SKATE
Action:	- J. CROSSES ARMS. MAR 18 2016
Timing:	

1042-245  
EPISODE #  
1042 245  
Production :

1042 245

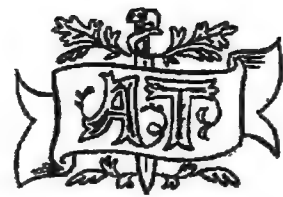
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1042 245

1042 245

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ADVENTURE TIME

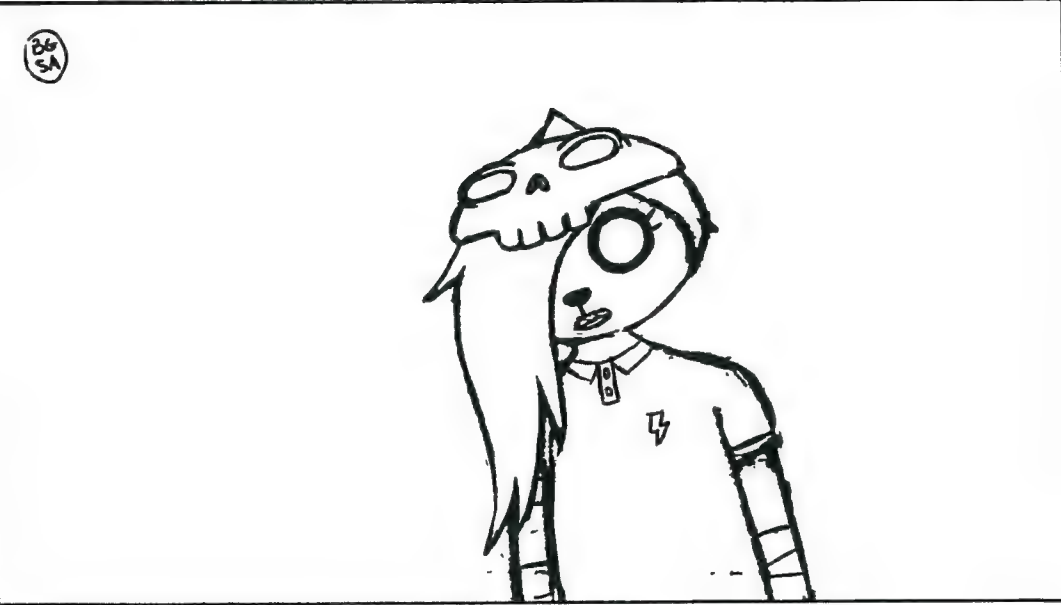


Page 93A  
94 Next  
day night

Sc. 43 Pnl. A Bg. day night



Sc. 43 cont Pnl. B Bg. day night



Dialog:	[BEAT.]	B: YEAH OKAY ...
Action:	MAR 18 2016	
Timing:		

1042-245

EPISODE #

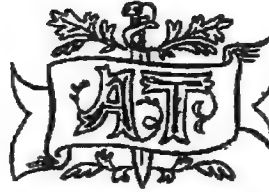
1042 245

Production :

1042 245



# ADVENTURE TIME



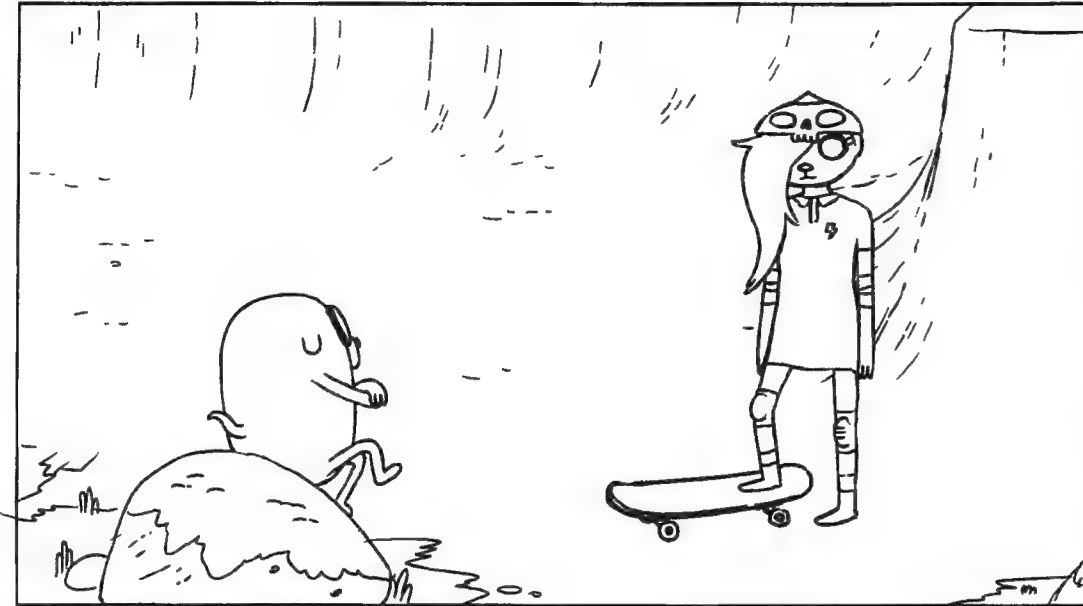
Page 94

Sc. 44

Pnl. A

Bg.

day night

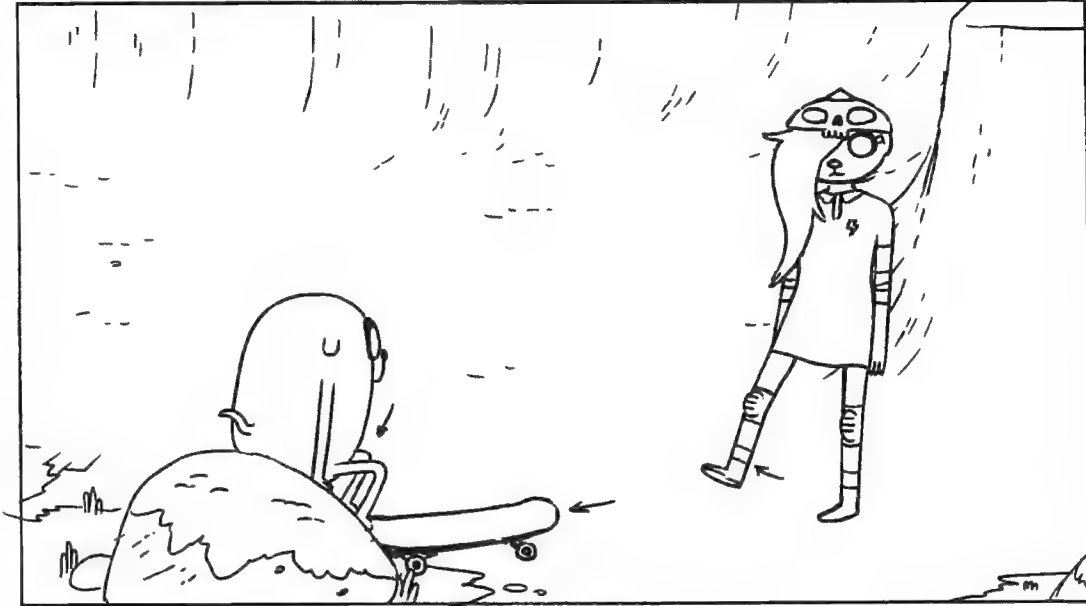


Sc. 44 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

BRONWYN PUSHES HER SKATEBOARD TO  
JAKE (CASUALLY).

MAR 18 2016

Timing:

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Production :

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# ADVENTURE TIME

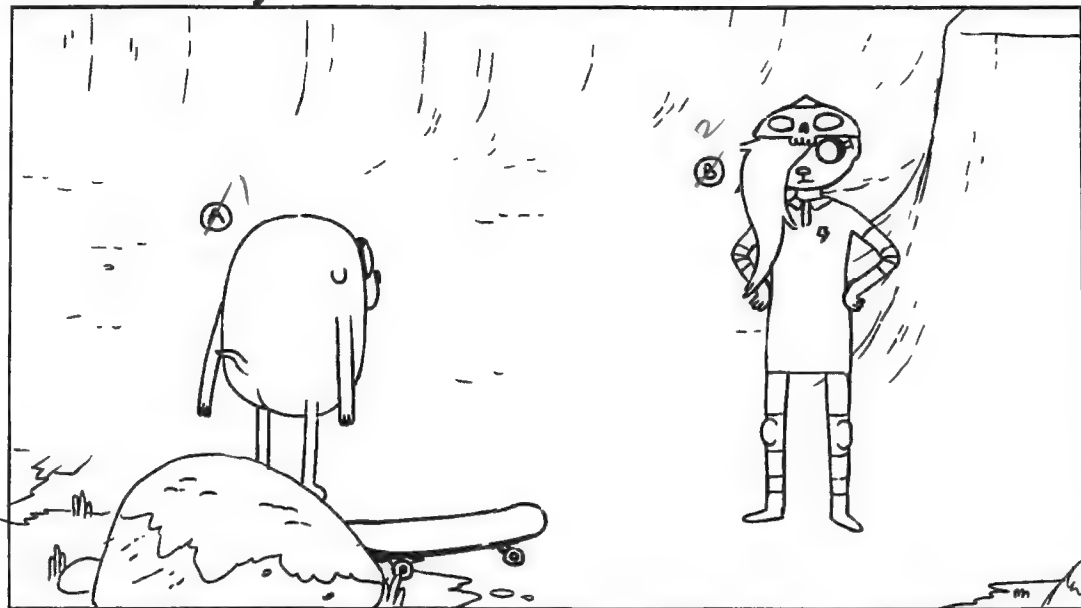


Page 95

Sc. 44 *cont* Pnl. C

Bg.

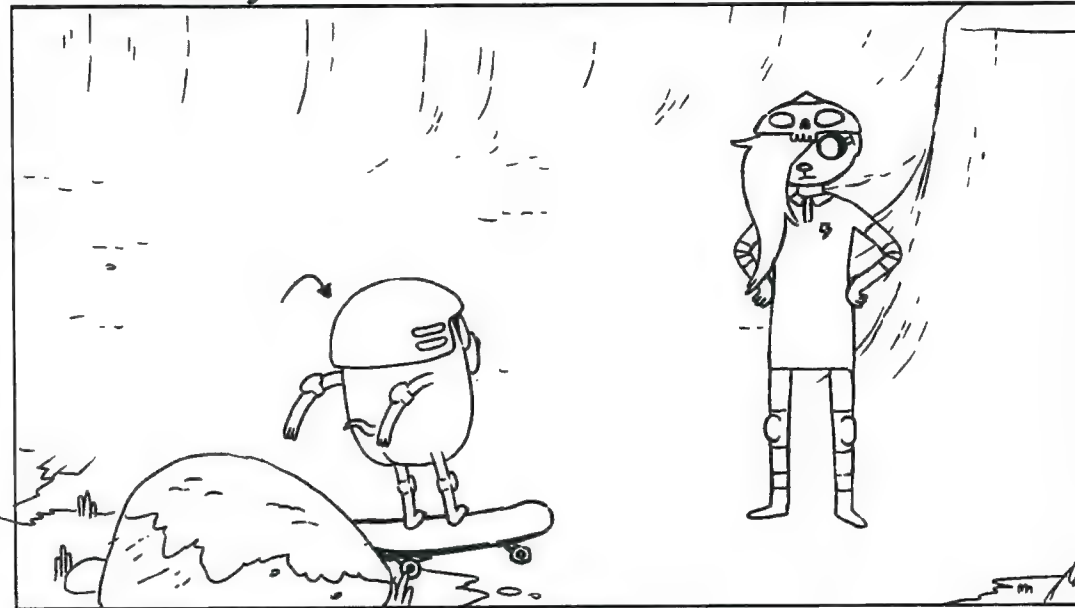
day night



Sc. 44 *cont* Pnl. D

Bg.

day night



Dialog:

B: Show me some moves

SFX:  
RRR

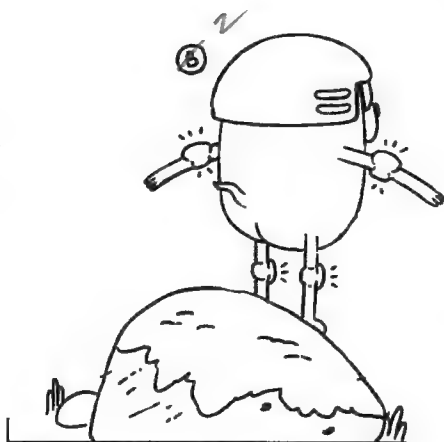
Action:

- J. FORMS SAFETY GEAR.

- J. HOPS ON SKATEBOARD.

MAR 1 8 2016

Timing:



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EPISODE #

042 245

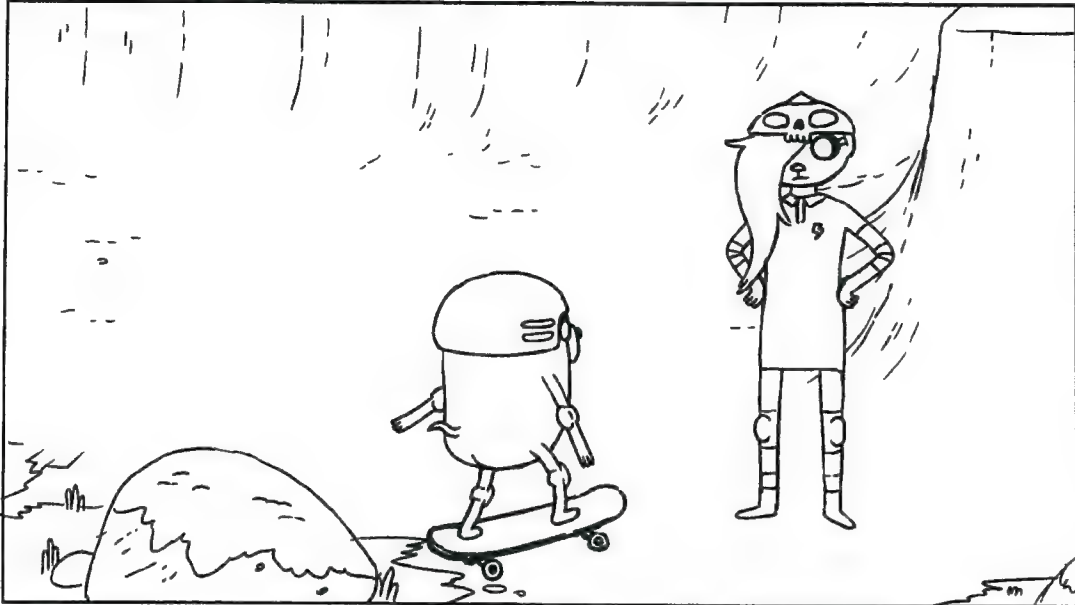
Production :

1042 245

ADVENTURE TIME



Sc. 44 *cont* Pnl. E Bg. day night



Sc. 44 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

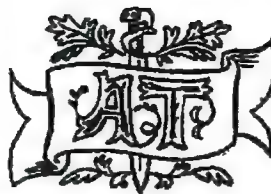
MAR 16 2016

1042-245  
EPISODE #  
1042 245  
Production :

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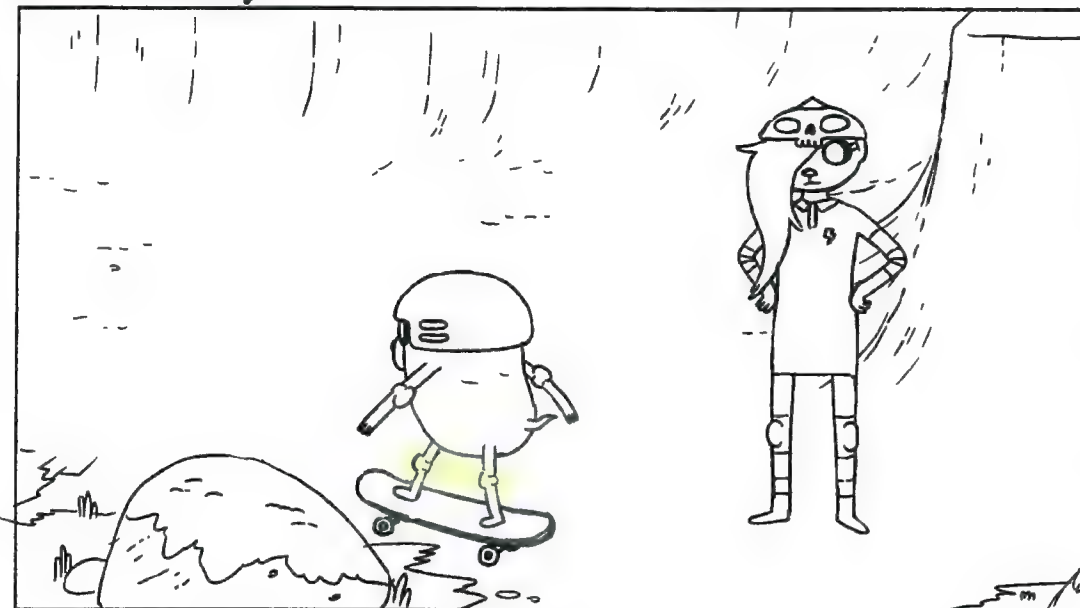
1042 245

# ADVENTURE TIME

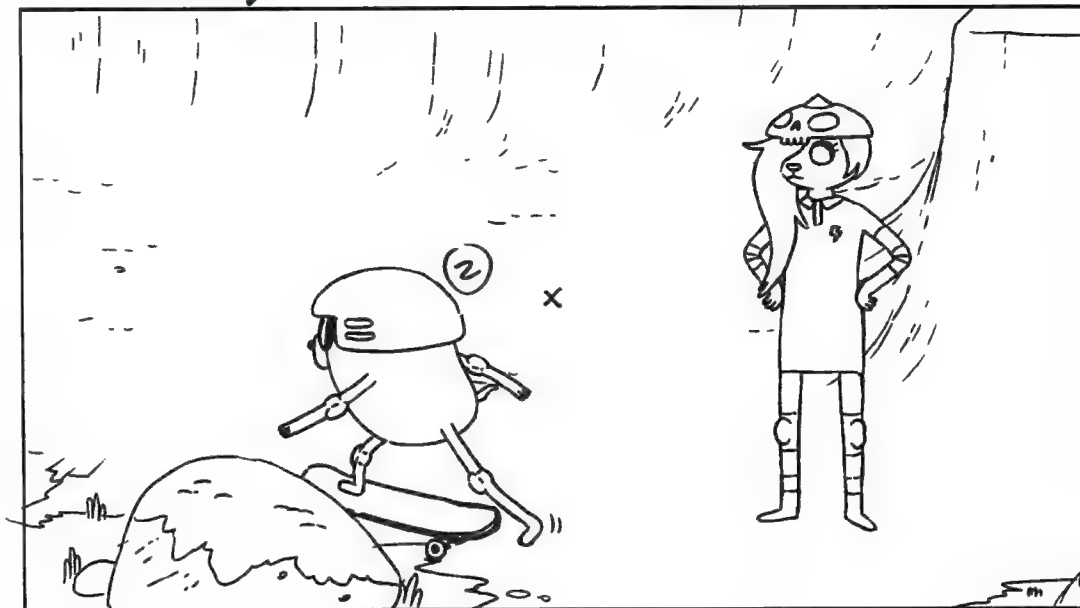



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Sc. 44 *cont* Pnl. G Bg. day night



Sc. 44 *cont* Pnl. H Bg. day night



Dialog:	
Action:	
Timing:	<div>MAR 16 2016</div>

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Production :

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# ADVENTURE TIME



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NO PGS 99-102

Sc. 44 *cont*

Pnl. I

Bg.

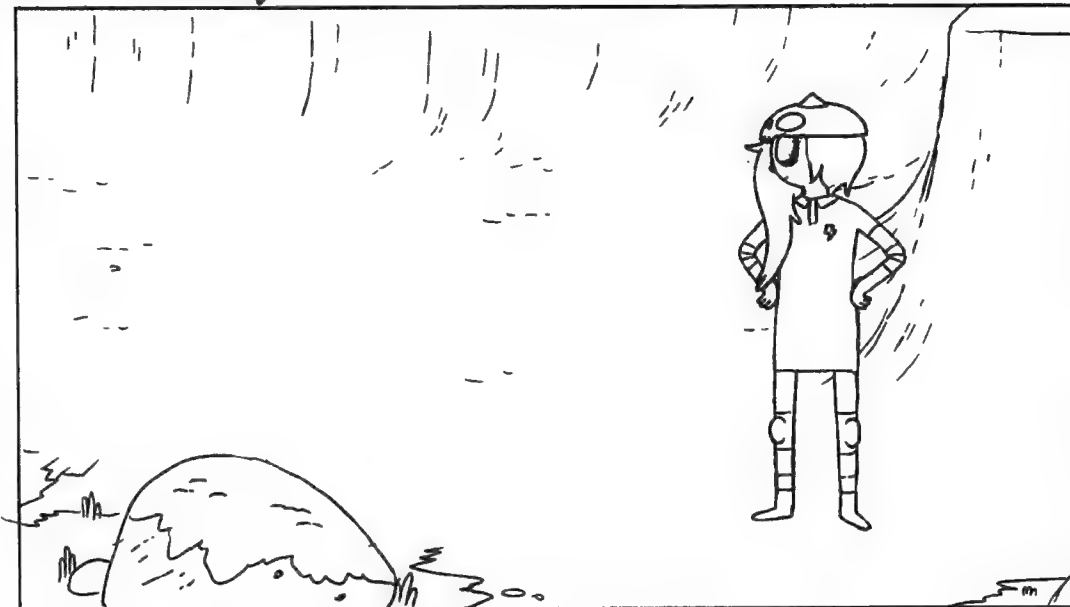
day night

Sc. 44 *cont*

Pnl. J

Bg.

day night



Dialog:

Action:

-J. SKATES OFF/S.

-B. TRACKS JAKE.

MAR : 6 2016

Timing:

EPISODE #

1042-245

1042 245

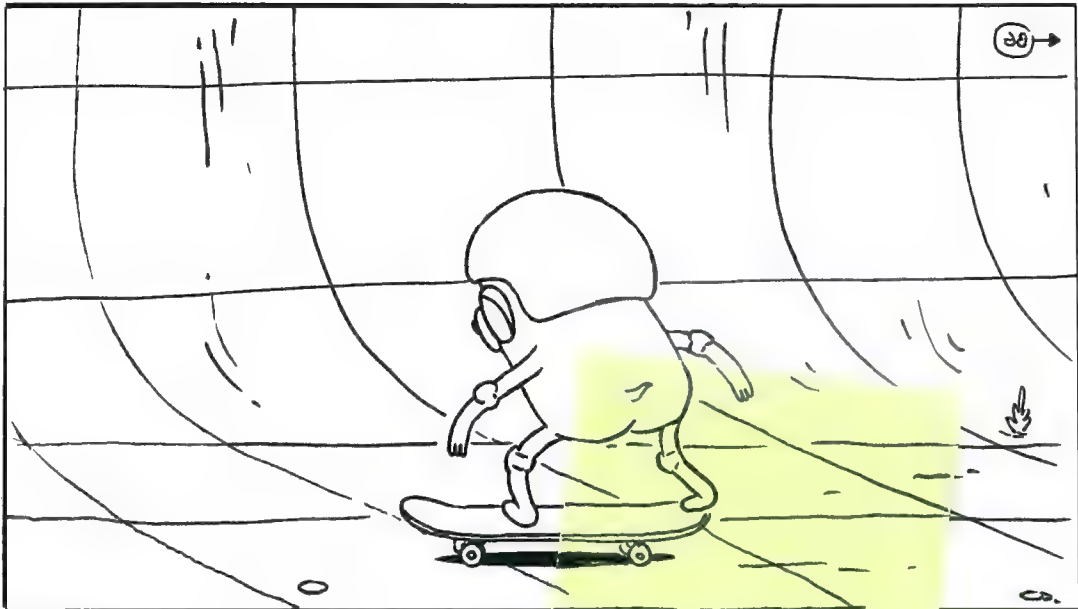
Production :

1042 245

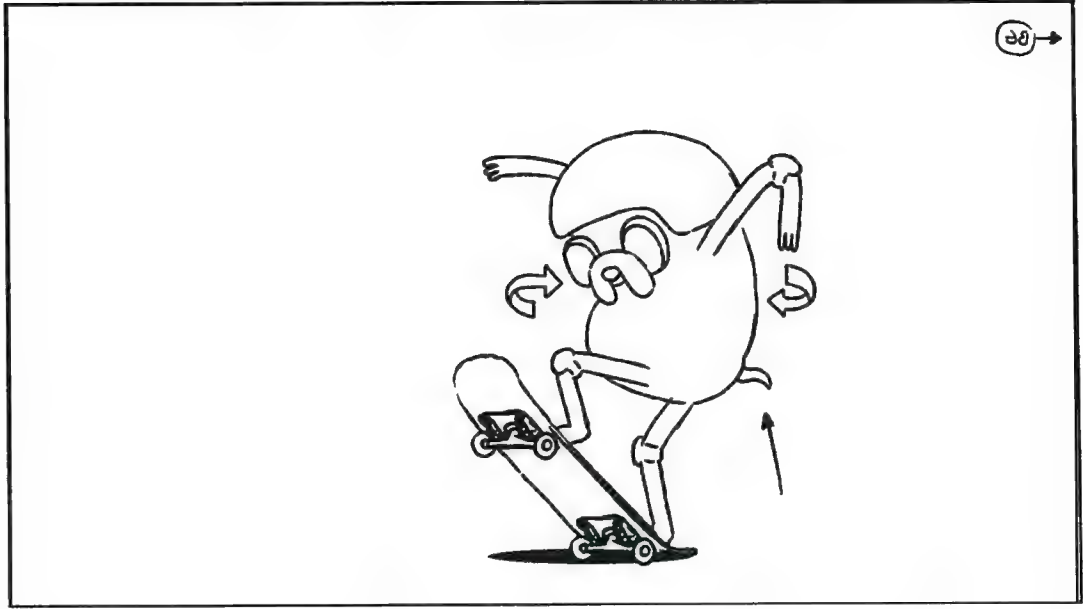
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 CONT Pnl. B Bg. day night

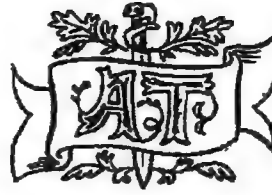


Dialog:	
Action:	TRICK: "FRONTSIDE FLIP"
Timing:	

MAR 16 2016

1042-245 EPISODE # 1042 245 Production :

# ADVENTURE TIME

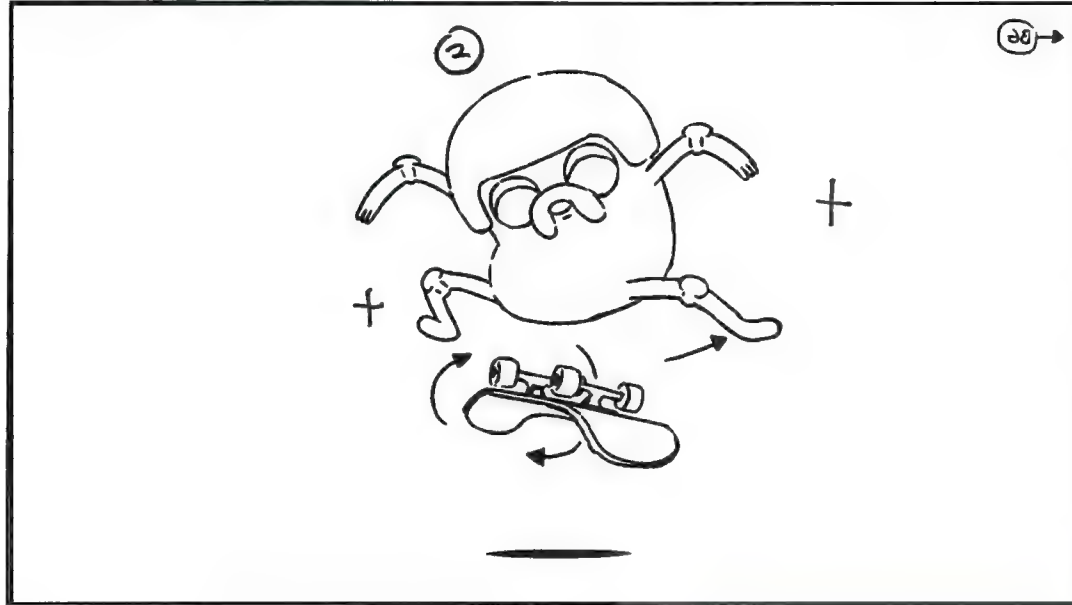


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Sc. 45 *cont* Pnl. C

Bg.

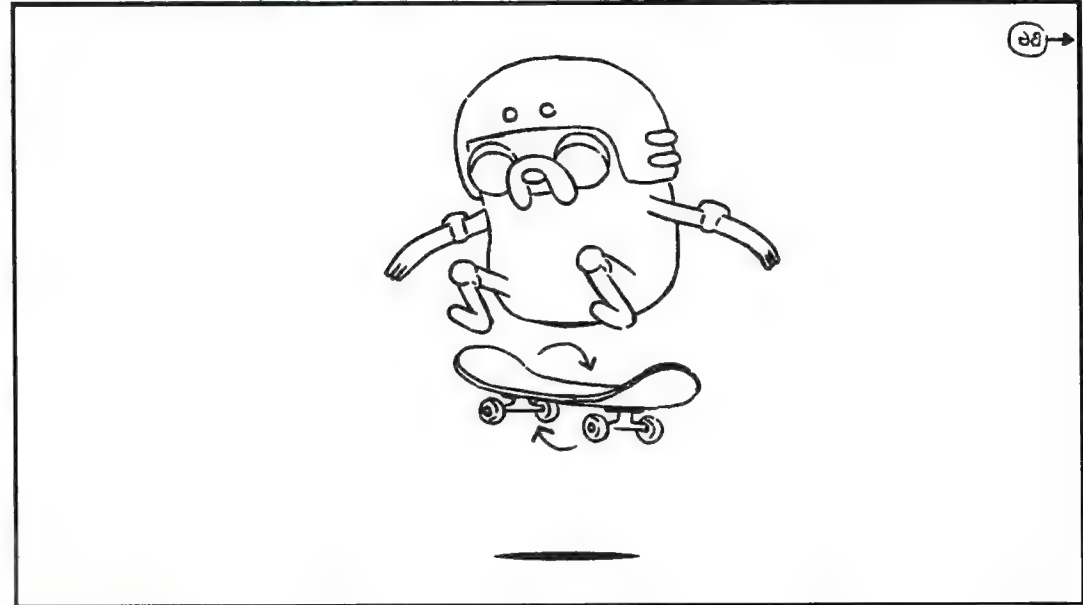
day night



Sc. 45 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Kick!

Timing:



JAN 16, 2016

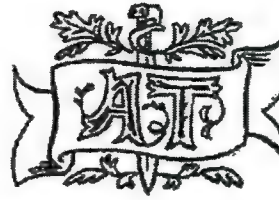
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# ADVENTURE TIME



Page 105

Sc. 45 CONT Pnl. E

Bg.

day night



Sc. 45 CONT Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

MAR 16 2016

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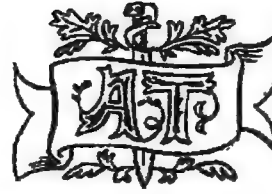
EPISODE #

Production :

1042 245



# ADVENTURE TIME



Page 106

Sc. 45 *cont* Pnl. G Bg.



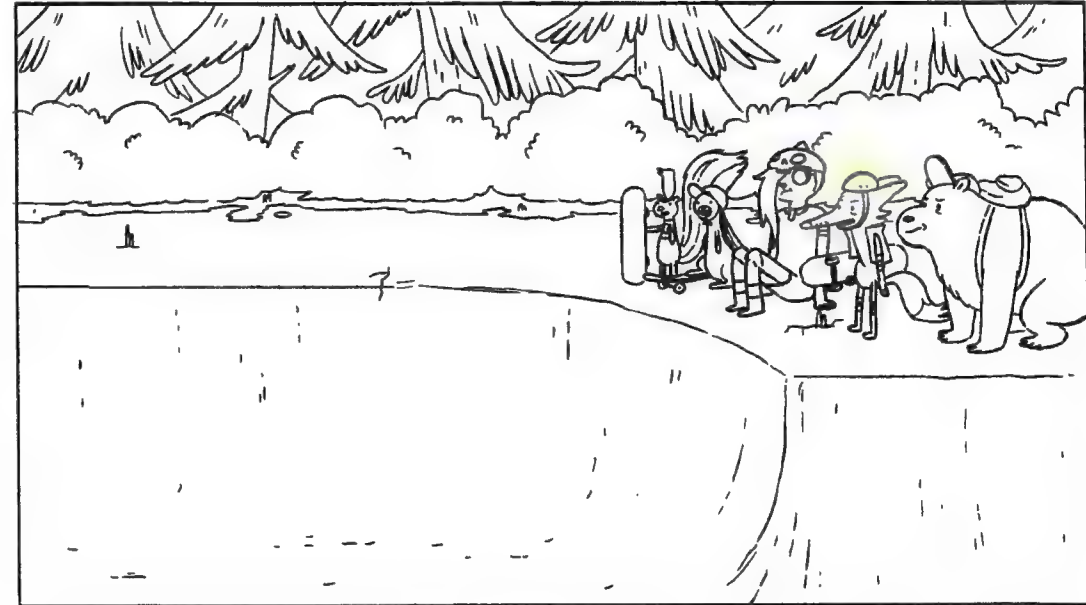
day night

Sc. 46

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



SKUNK: NICE!

RABBIT: YEAH.

FOX: PRETTY GOOD MOVES.

MAK 16 2010

EPISODE #

1042-245

Production :

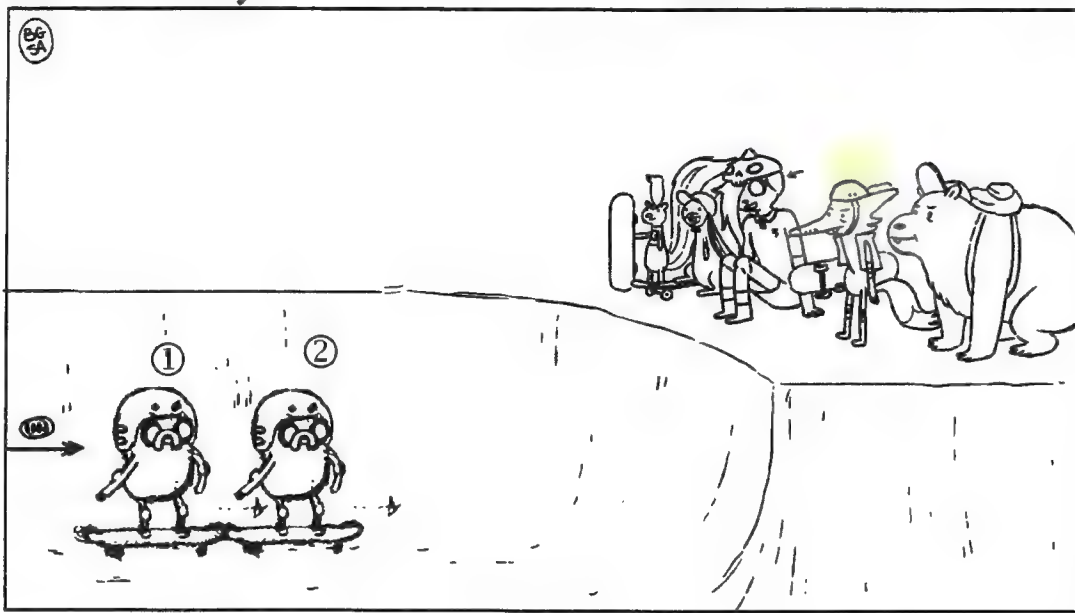
1042 245

1042 245

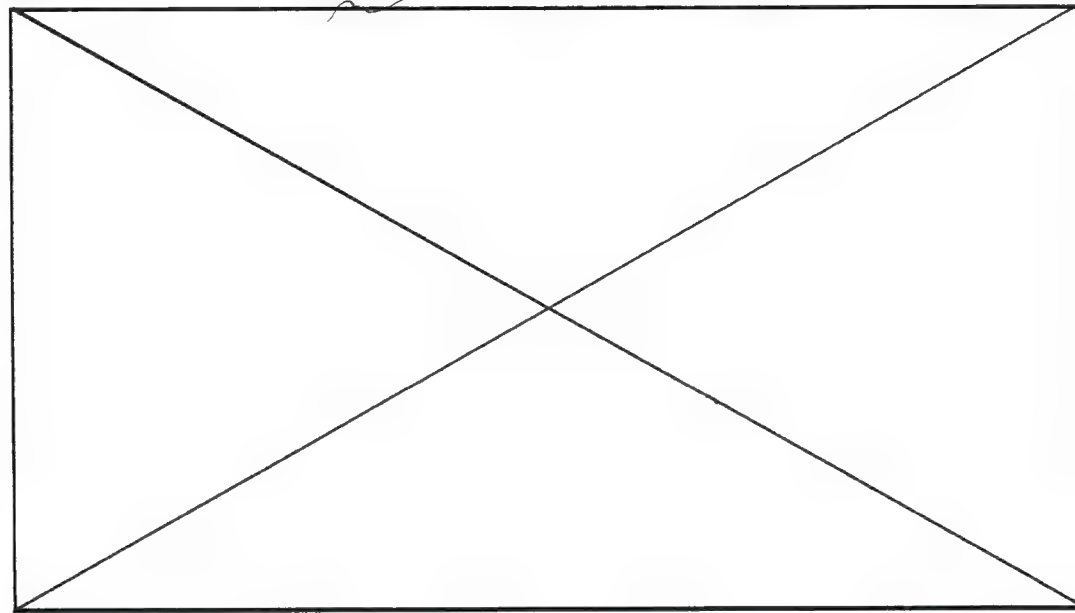
ADVENTURE TIME



Sc. 46 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: B: YOU'RE ACTUALLY KINDA COOL...GWAMPA.

Action: -J. SKATES ON/S.

Timing:

MAR 16 2016

1042 245

1042-245

EPISODE #

1042 245

Production :

1042 245

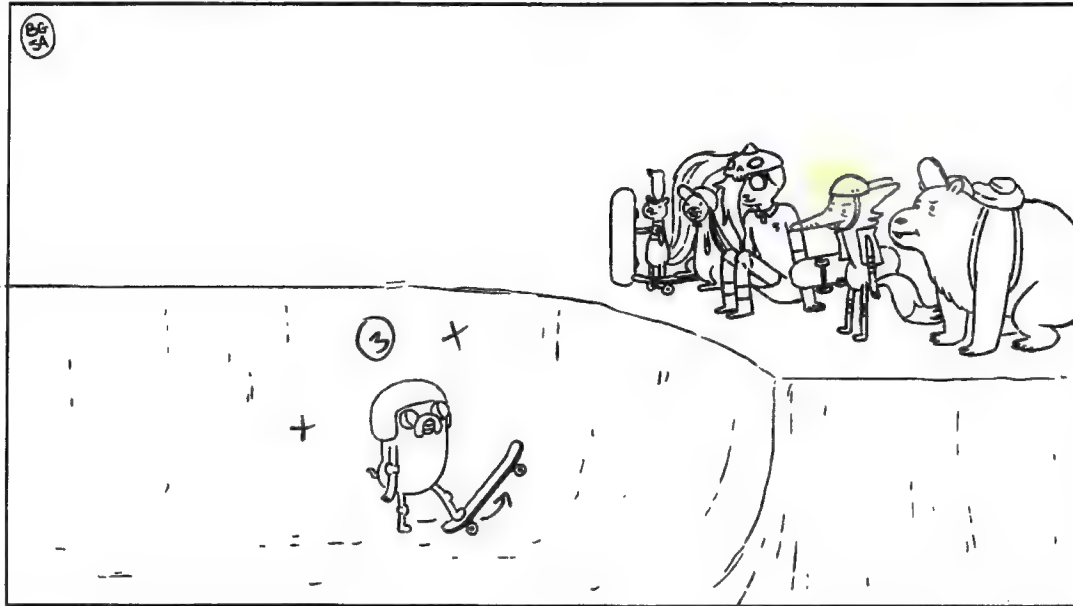
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# ADVENTURE TIME

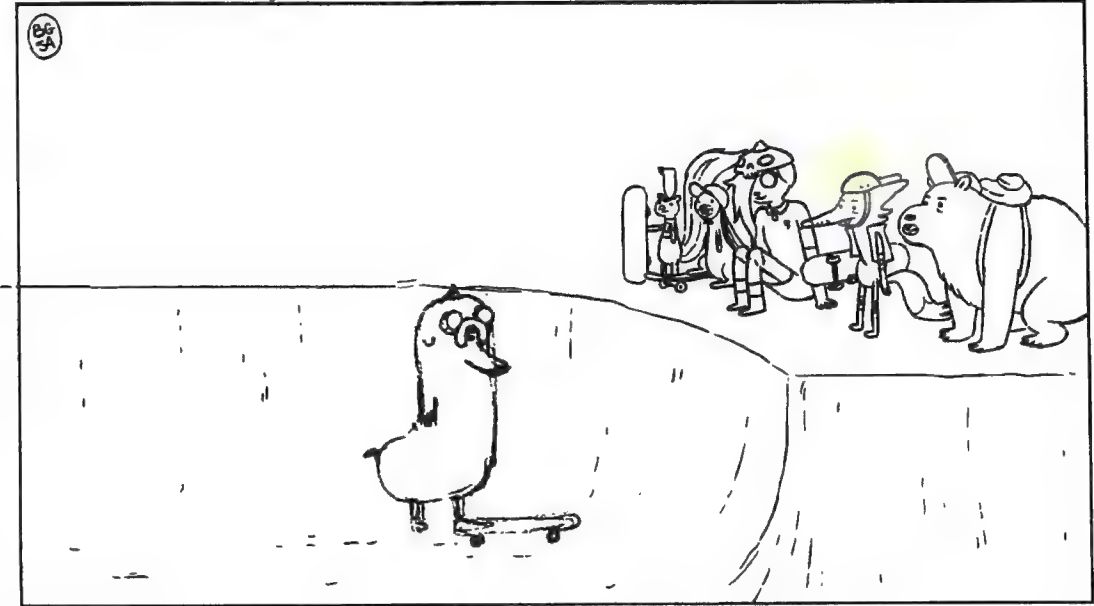


Page 108

Sc. 46 *cont* Pnl. C Bg. day night



Sc. 46 *cont* Pnl. D Bg. day night



Dialog:

J: THANKYOU ...

( LIKE KKW )  
J: THANKYOU ...

Action:

① +



② +



JAKE CHANGES SHAPE TO KKW . . .

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

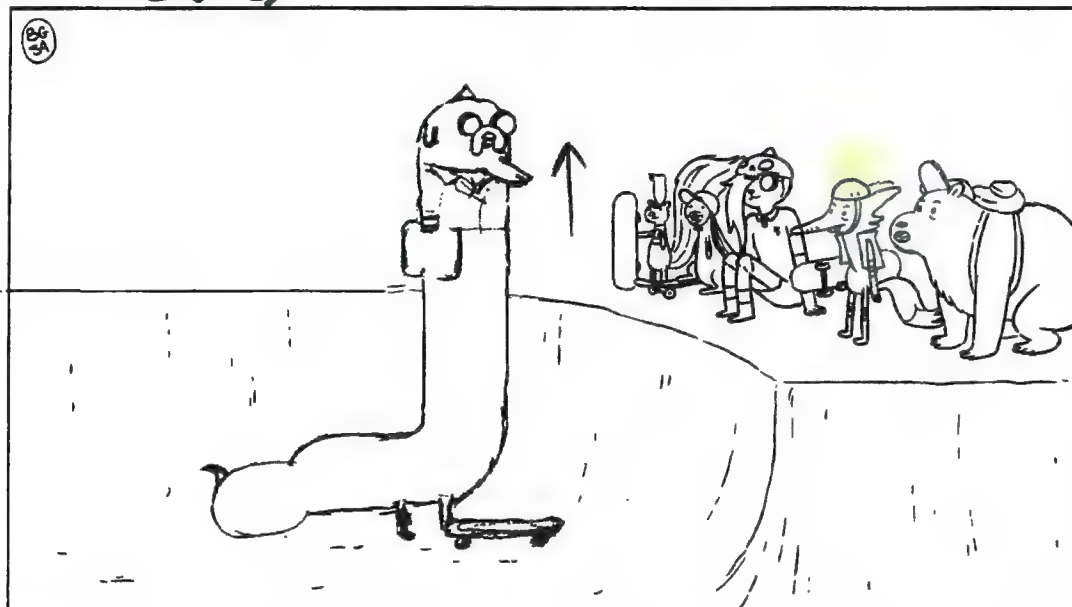
1042 245

# ADVENTURE TIME

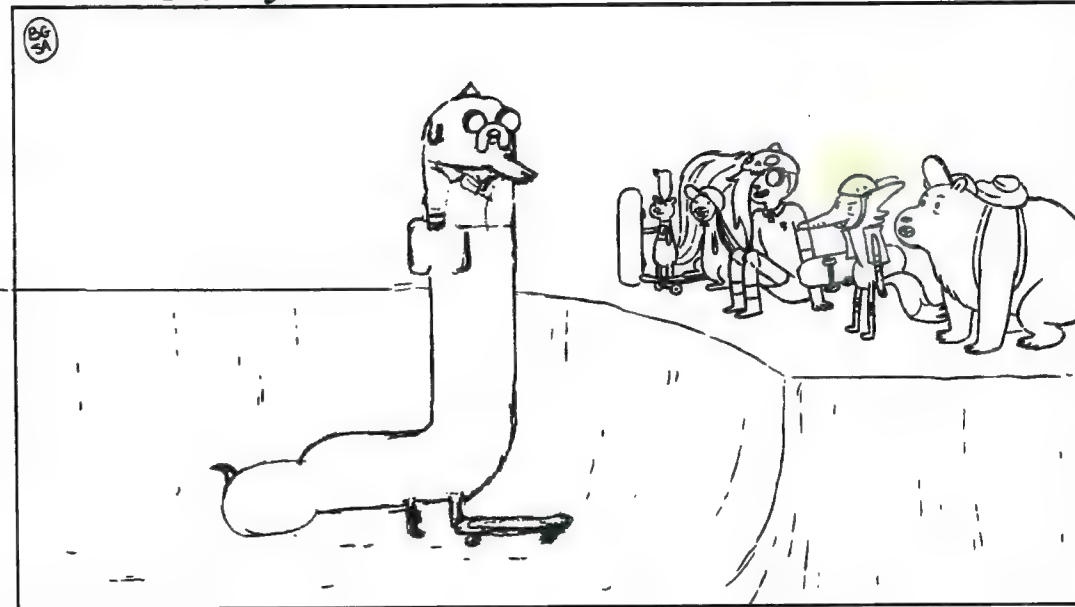


Page 109

Sc. 46 *cont* Pnl. E Bg. day night



Sc. 46 *cont* Pnl. F Bg. day night



Dialog: J: I VALUE YOUR OPINION.

B: HA HA! THAT'S A SPOT ON KKW.

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

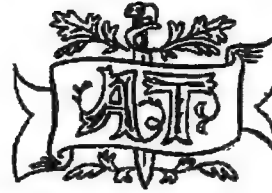
1042 245



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# ADVENTURE TIME



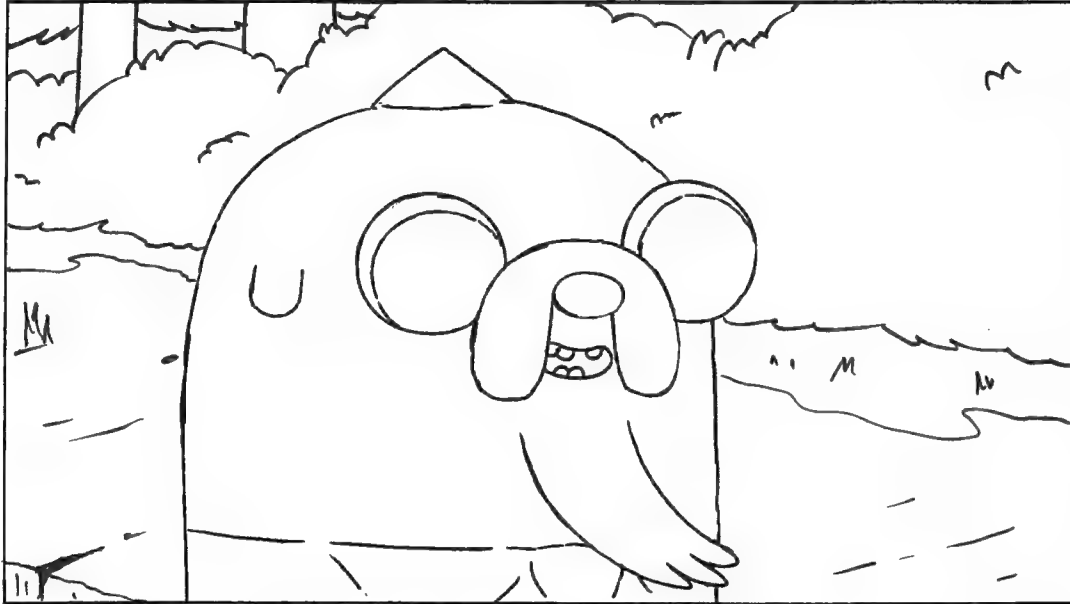
Page 110  
110A NEXT  
day night

Sc. 47

Pnl. A

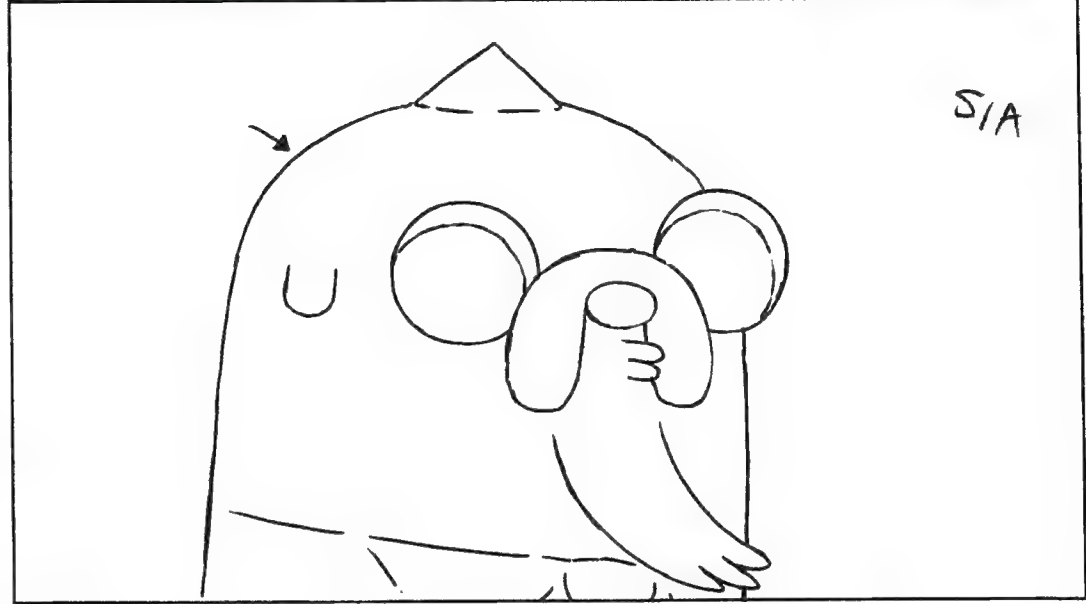
Bg.

day night



Sc. 47 *cont* Pnl. B

Bg.



Dialog:

① HAH YEAH . . .

...

Action:

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

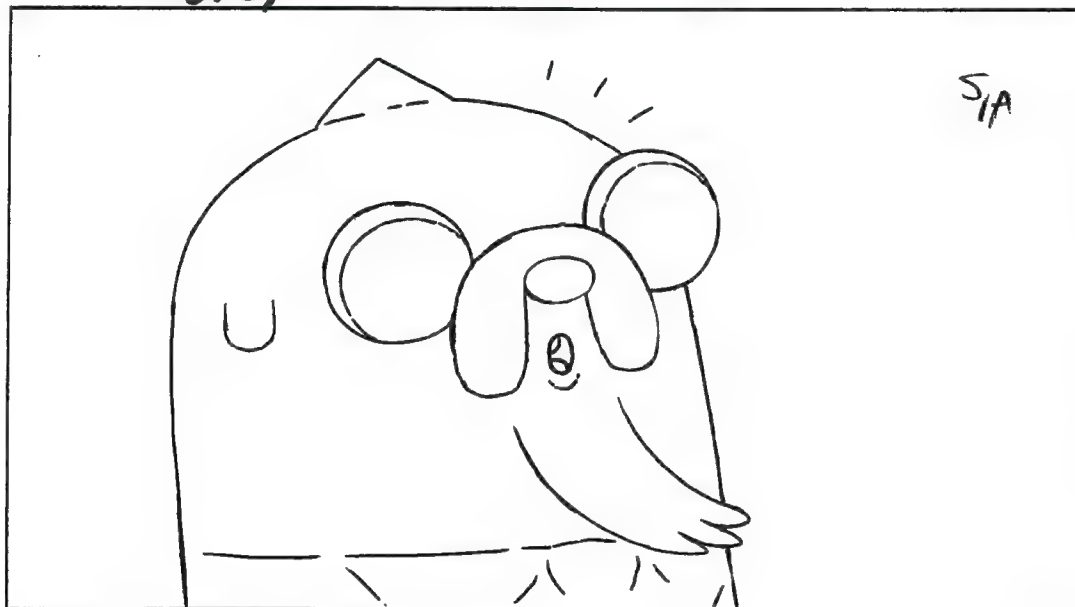
# ADVENTURE TIME



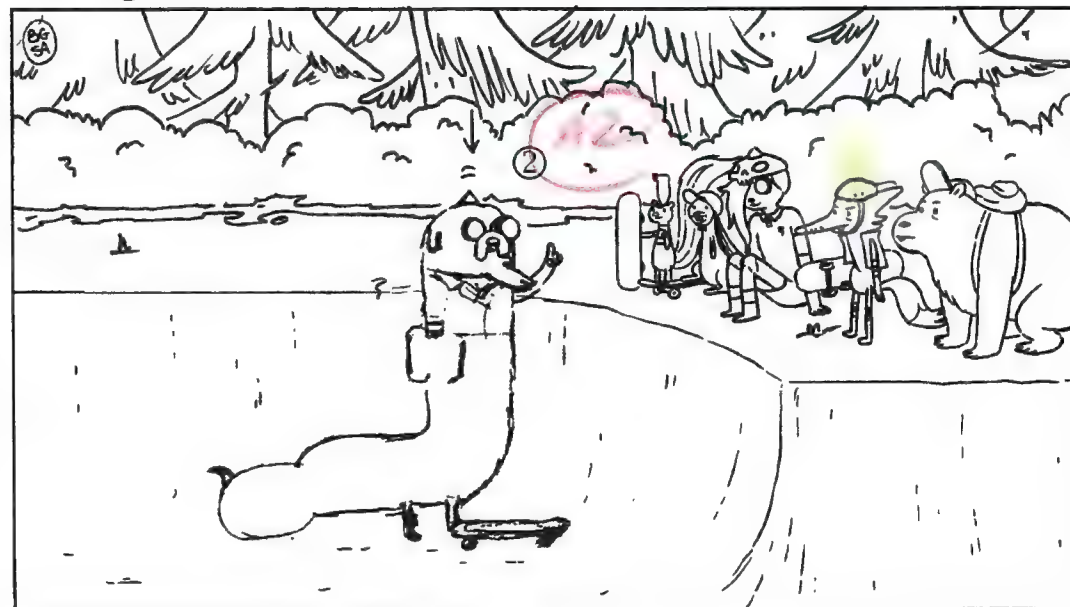
Page 110A

*HOBNET*  
day night

Sc. 47 *cont* Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

① um

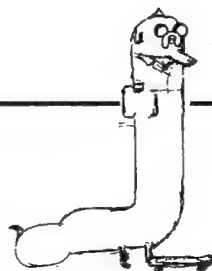
② THAT REMINDS ME--

Action:

JAKE CHANGES BACK TO HIS OWN SHAPE . . .

MAR 16 2016

Timing:



1042-245

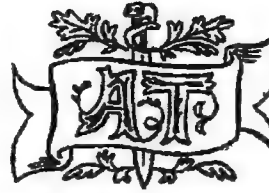
EPISODE #

1042 245

Production :

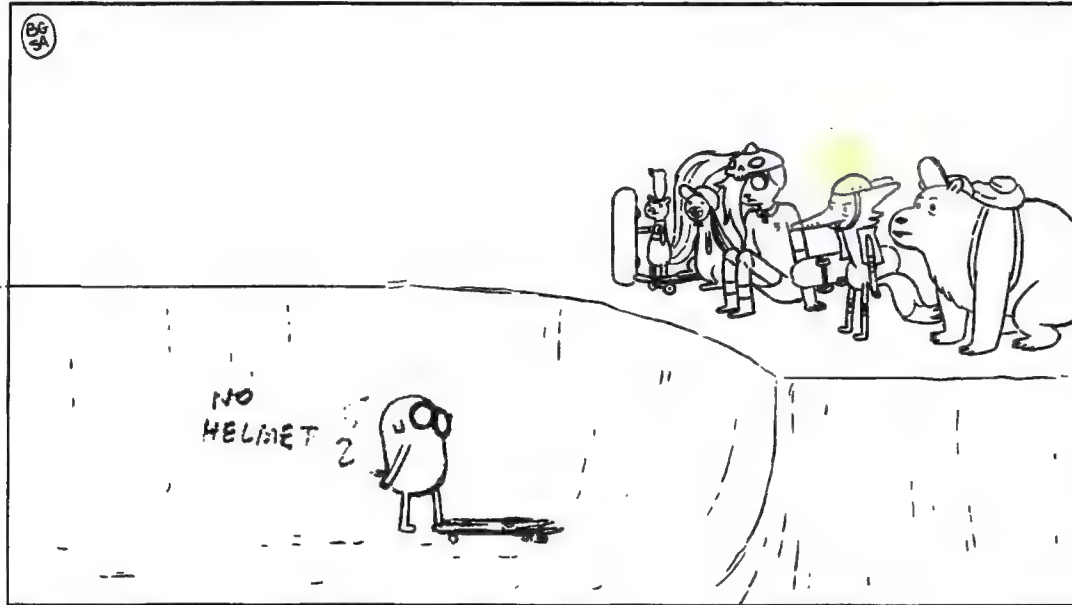
1042 245

# ADVENTURE TIME

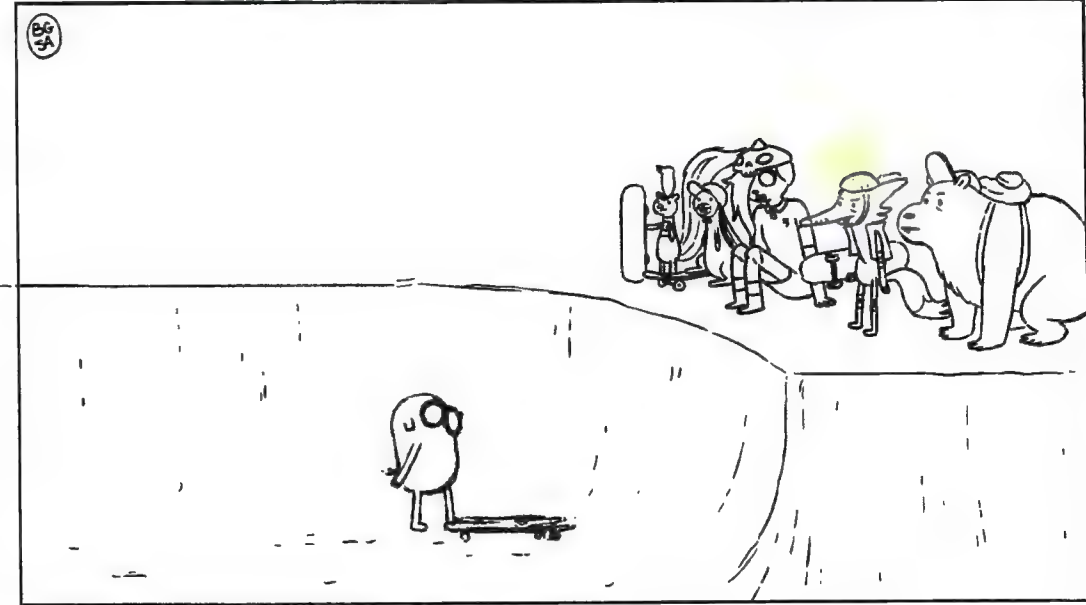


Page 110 B  
111 NEXT  
day night

Sc. 48 *cont* Pnl. B Bg. day night



Sc. 48 *cont* Pnl. C Bg. day night



Dialog: J: WE'RE SUPPOSED TO TALK ABOUT  
GETTING YOUR GRADES  
UP IN SCHOOL or something

B: WHAT?

Action:

Timing:

MAR 6 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page III

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
49	A			

<p><b>Dialog:</b></p> <p style="text-align: right;">① WE'RE WORRIED ABOUT YOUR --</p>
<p><b>Action:</b></p> <p style="text-align: right;">MAR 16 2016</p>
<p><b>Timing:</b></p>

1042-245

EPISODE #

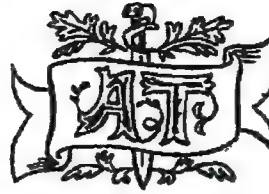
1042 245

Production :

1042 245



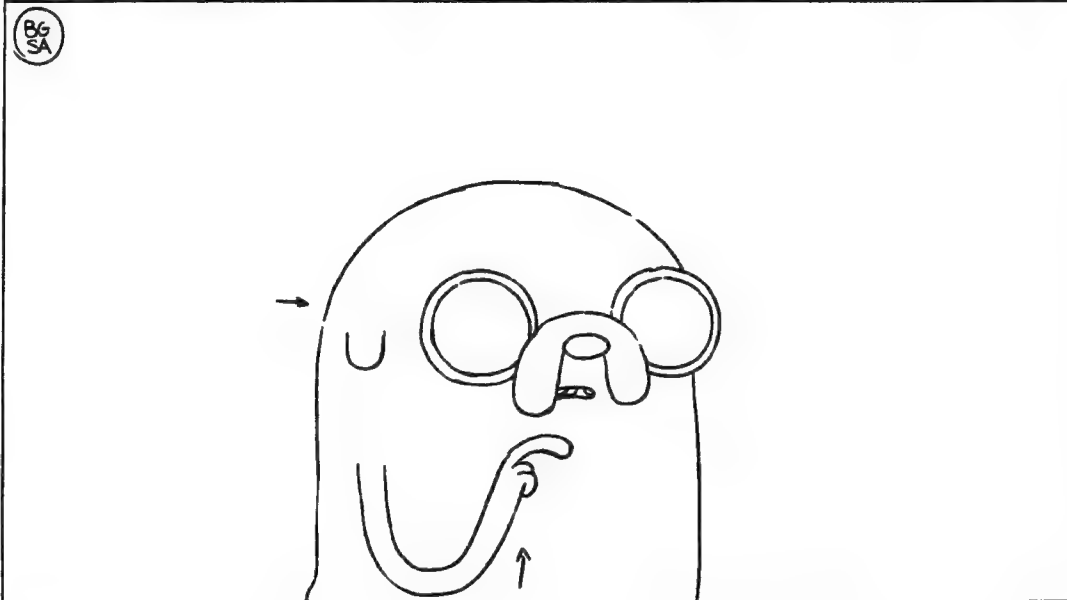
# ADVENTURE TIME



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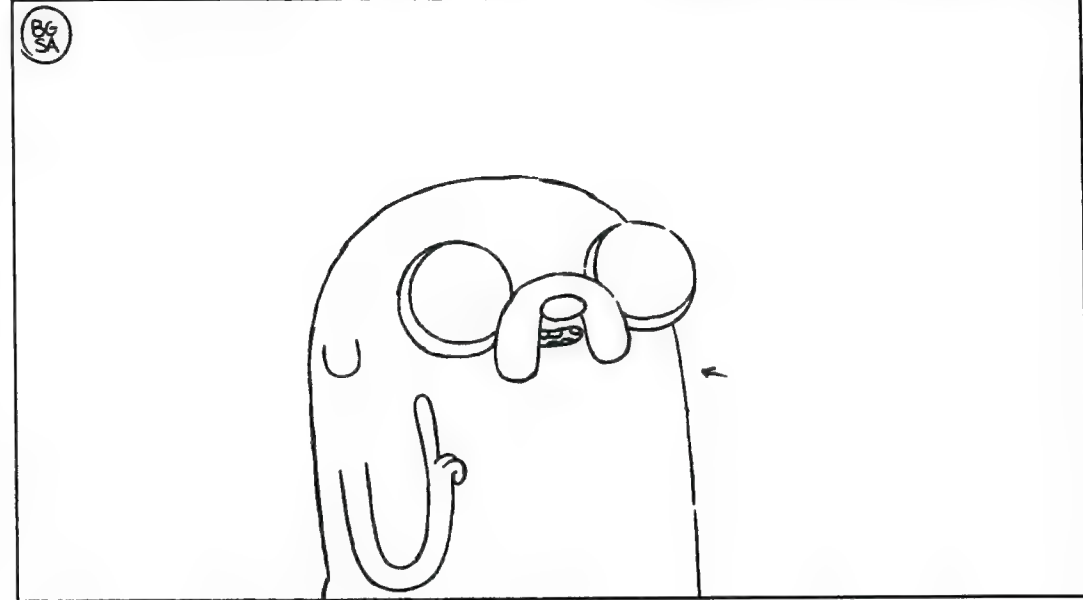
Sc. 49 cont Pnl. B Bg.

day night



Sc. 49 cont Pnl. C Bg.

day night



Dialog:

J: .. UH ..

J: " FINANCIAL "   
 SUCCESS!

Action:

MAR 16 2016

Timing:

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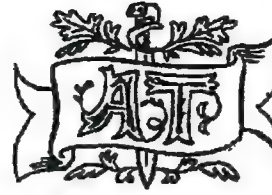
Production :

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1042 245

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# ADVENTURE TIME



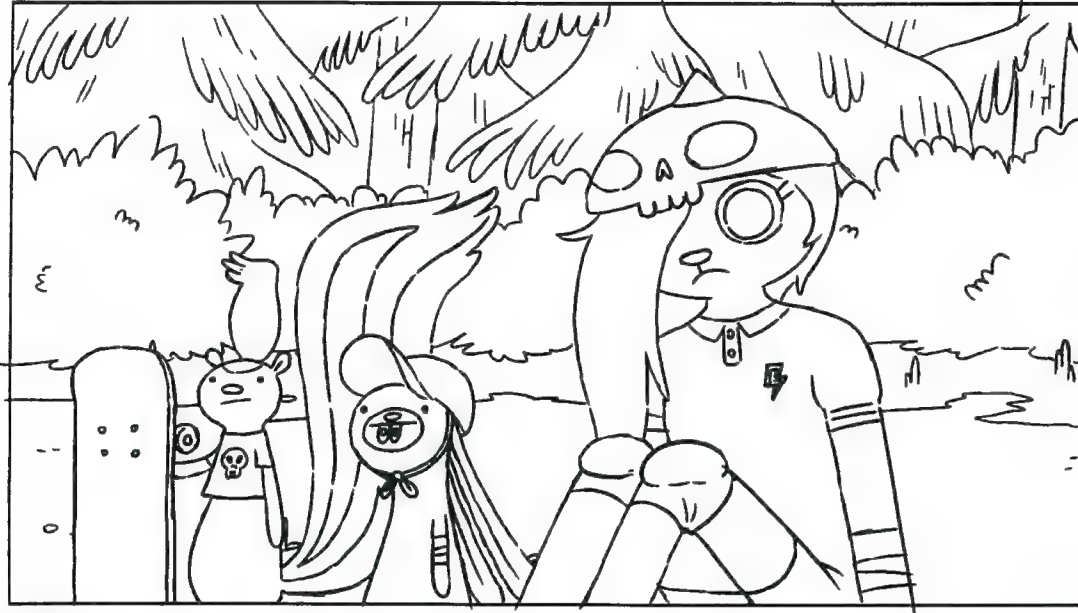
Page 113

Sc. 50

Pnl. A

Bg.

day night

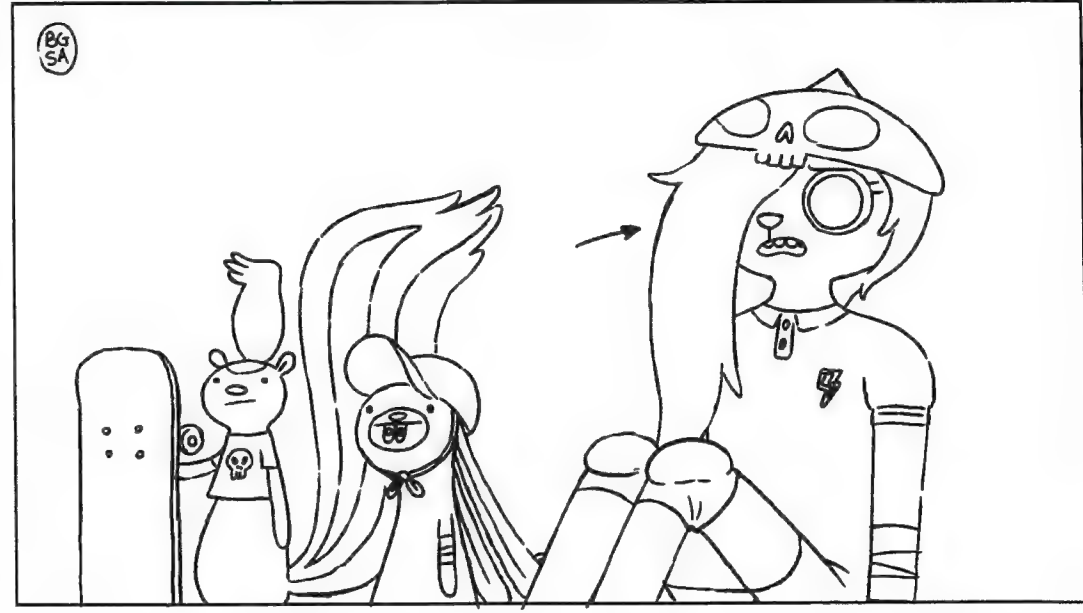


Sc. 50 *cont*

Pnl. B

Bg.

day night



Dialog:

B: I KNEW IT!

Action:

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night

Sc.	51	Pnl.	A	Bg.	day night

Dialog:
Action:
Timing:

MAR 16 2016

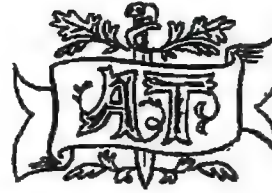
1042-245

EPISODE #

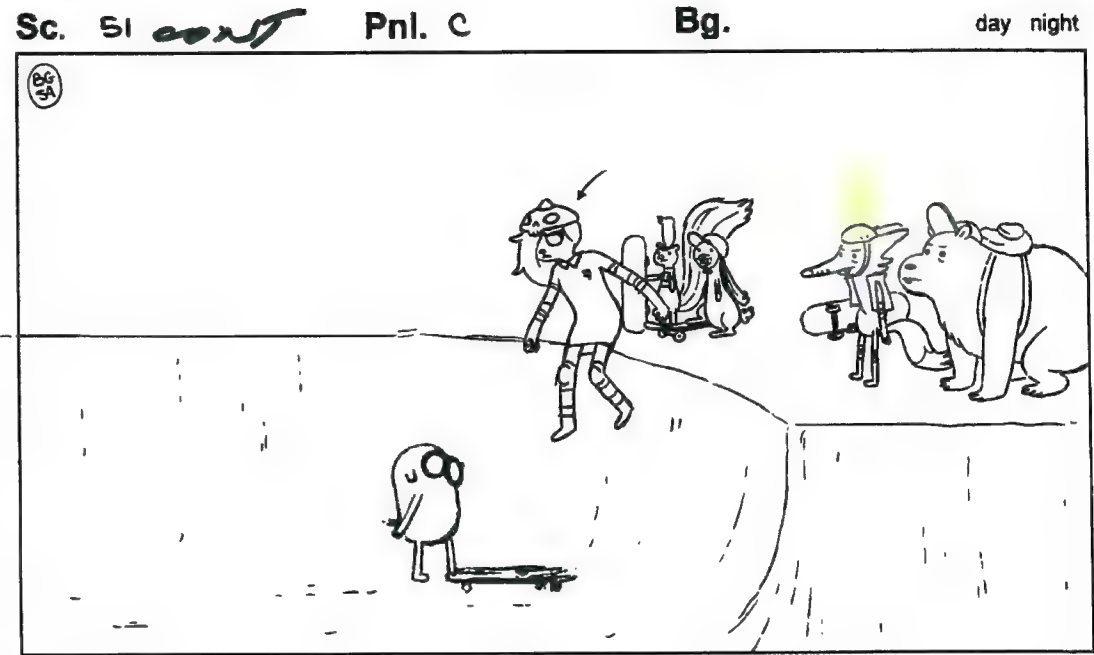
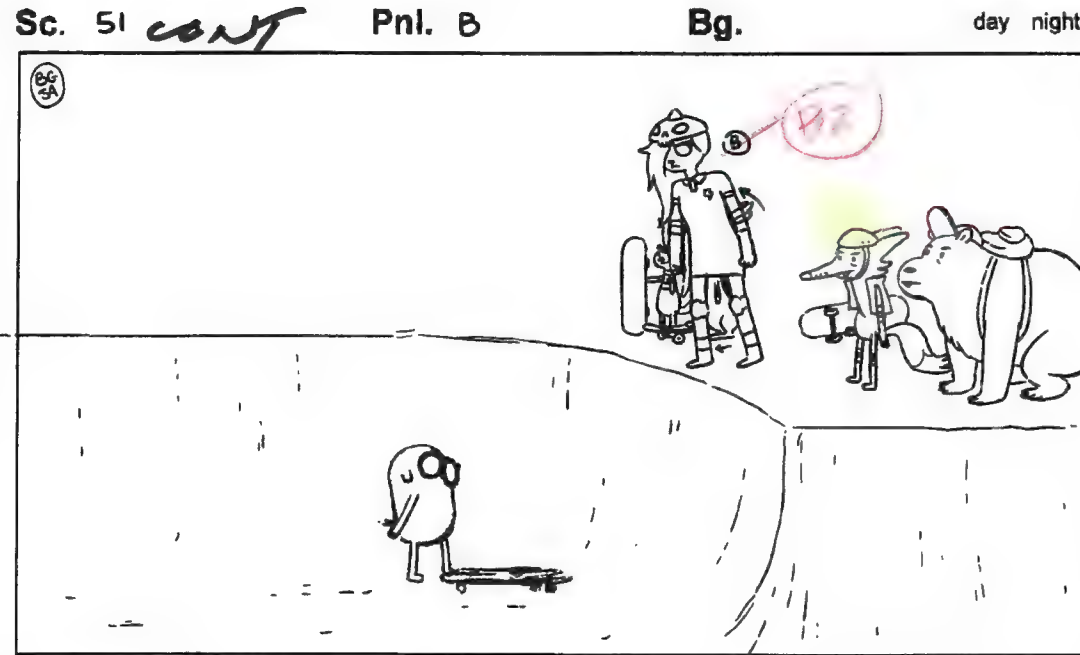
1042 245

Production :

# ADVENTURE TIME



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Dialog:

B: YOU'RE NOT COOL!

Action:



Timing:

MAR 16 2016

1042-245

EPISODE #

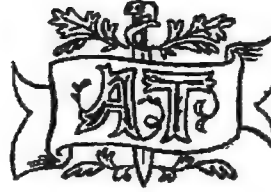
1042 245

Production :

1042 245

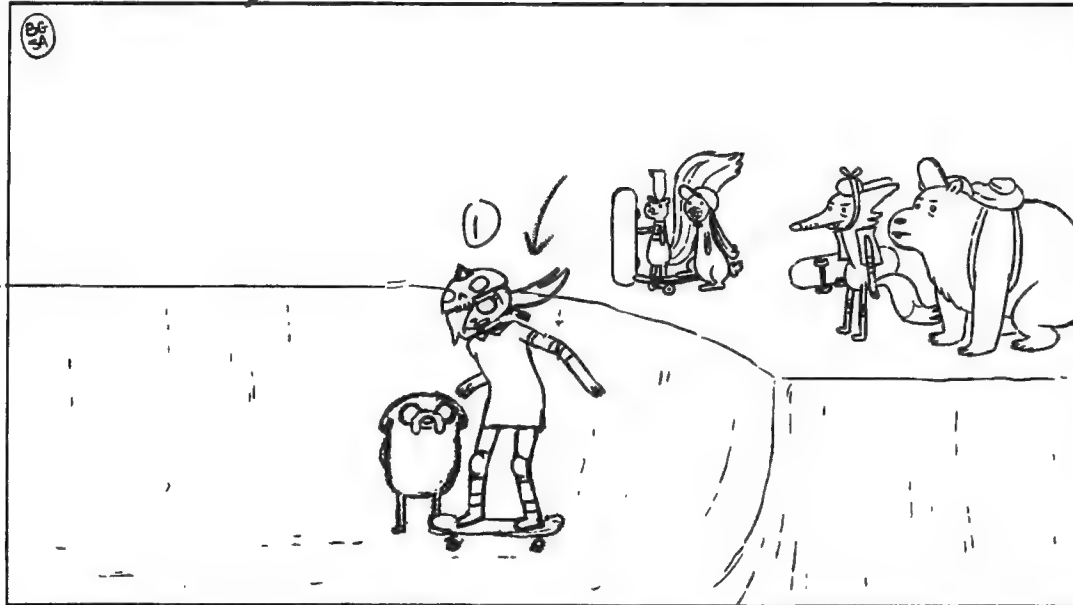


# ADVENTURE TIME

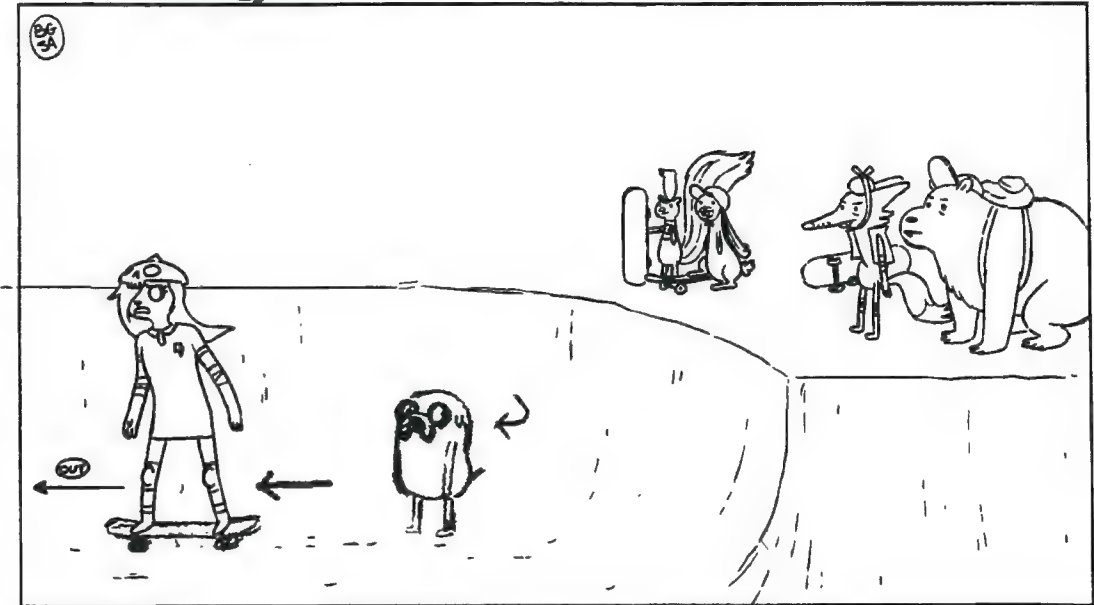


Page 116

Sc. 51 *cont* Pnl. D Bg. day night



Sc. 51 *cont* Pnl. E Bg. day night



Dialog:

B: YOU'RE JUST LIKE --

B: -- DAD!

Action:

- B HOPS ONTO BOARD.



- B. SKATES OFF/S.

MAR 16 2016

Timing:

1042-245

EPISODE #

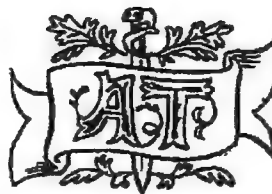
1042 245

Production :

1042 245

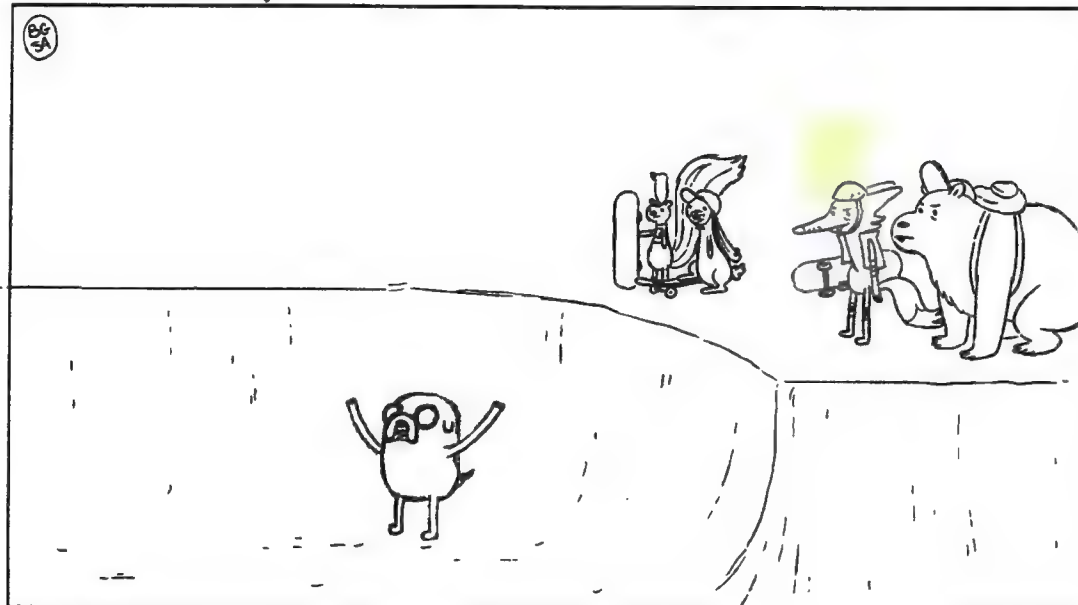
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# ADVENTURE TIME

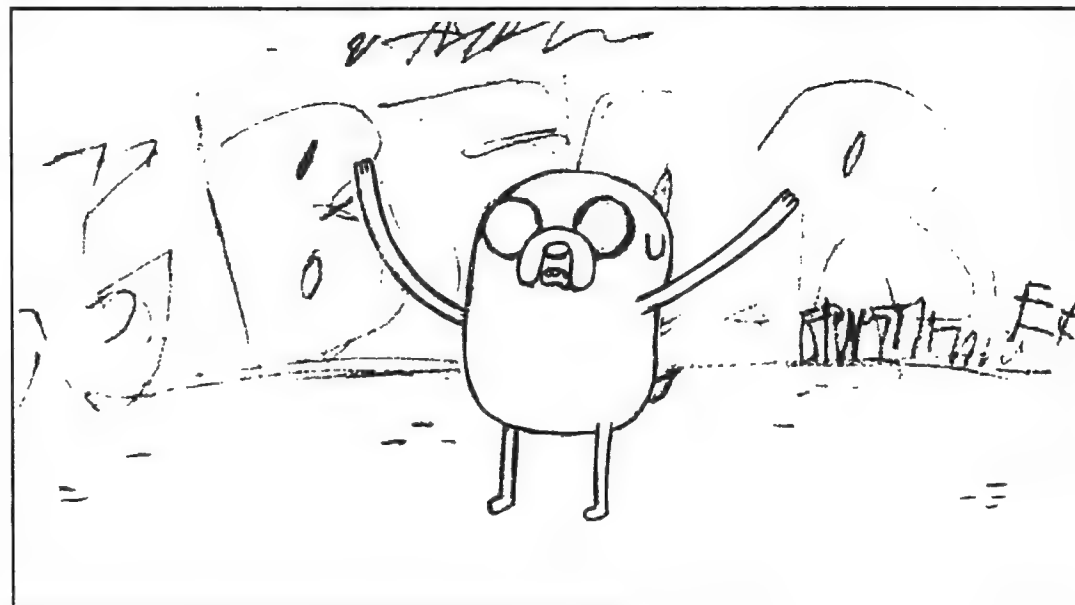


Page 117

Sc. 51 *CONT* Pnl. F Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog:

① WHAT.—

② I mean hey,

Action:

MAR 16 2016

Timing:

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Production :

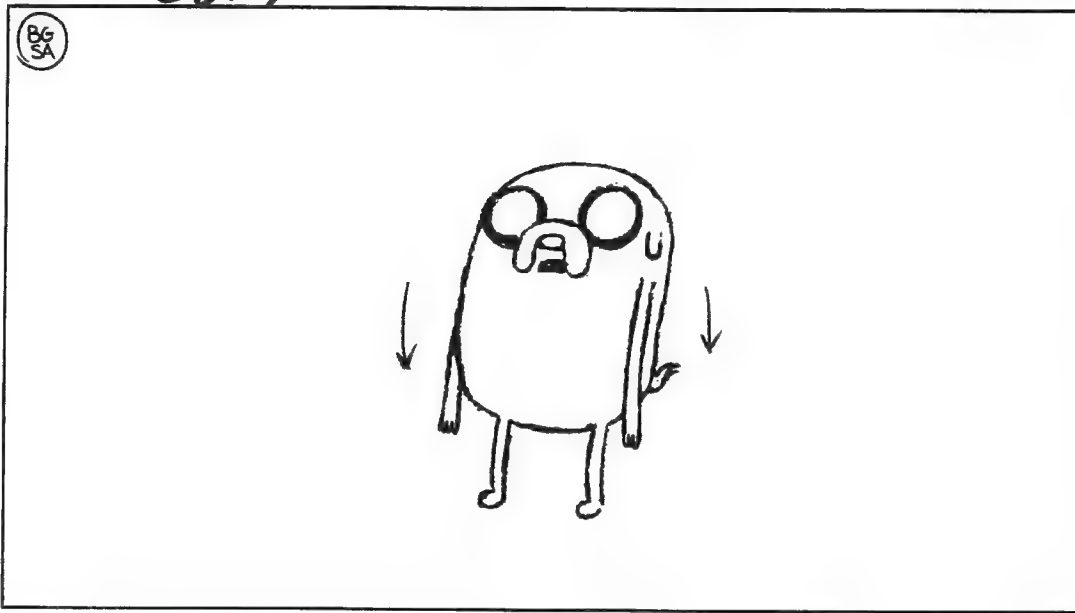
1042 245

ADVENTURE TIME

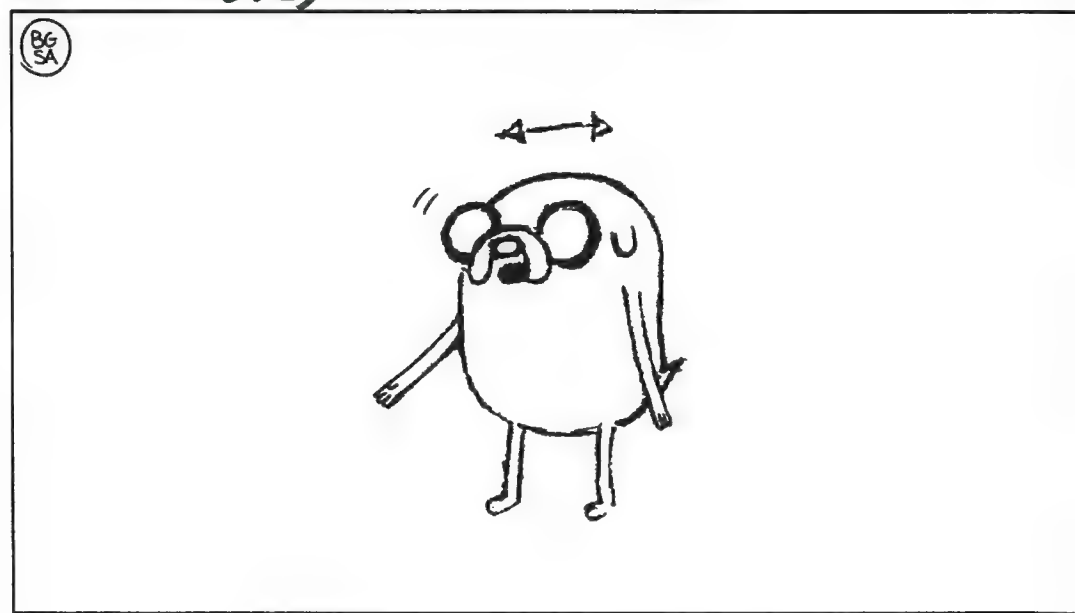


Page 118

Sc. 52 *cont* Pnl. B Bg. day night



Sc. 52 *cont* Pnl. C Bg. day night



Dialog:	J: I LOVE — YOUR DAD, BUT --	J: -- WE'RE NOTHING ALIKE .
Action:		
Timing:		

MAR 16 2016

1042 245 EPISODE # 1042-245 Production :

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ADVENTURE TIME



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Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
				52	D		

Dialog:	FOX(OS) IT LOOKS--
Action:	MAR 16 2016
Timing:	

EPISODE # 1042-245

Production :

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1042 245

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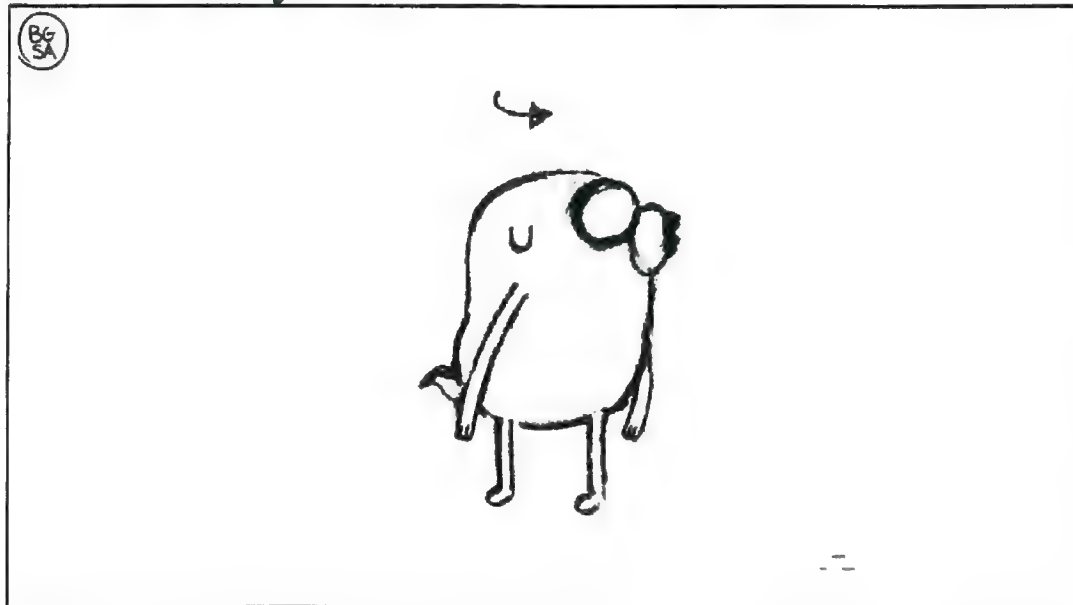


ADVENTURE TIME

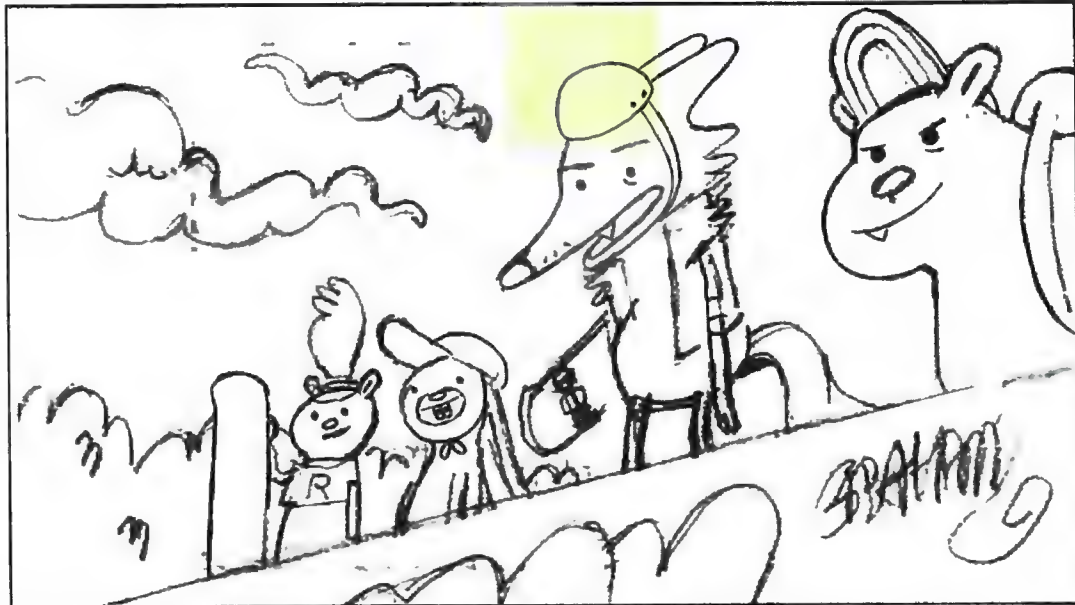


Page 120  
120A NEXT  
day night

Sc. 52 cont Pnl. E Bg. day night



Sc. 53 Pnl. A Bg. day night



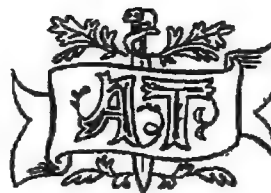
Dialog:	FOX OS: -- LIKE ROUND GRAMPS --	FOX: ...IS A REAL SQUARE,
Action:	- J. TURNS.	
Timing:	MAR 16 2016	

1042-245  
EPISODE #  
1042 245  
Production :

1042 245

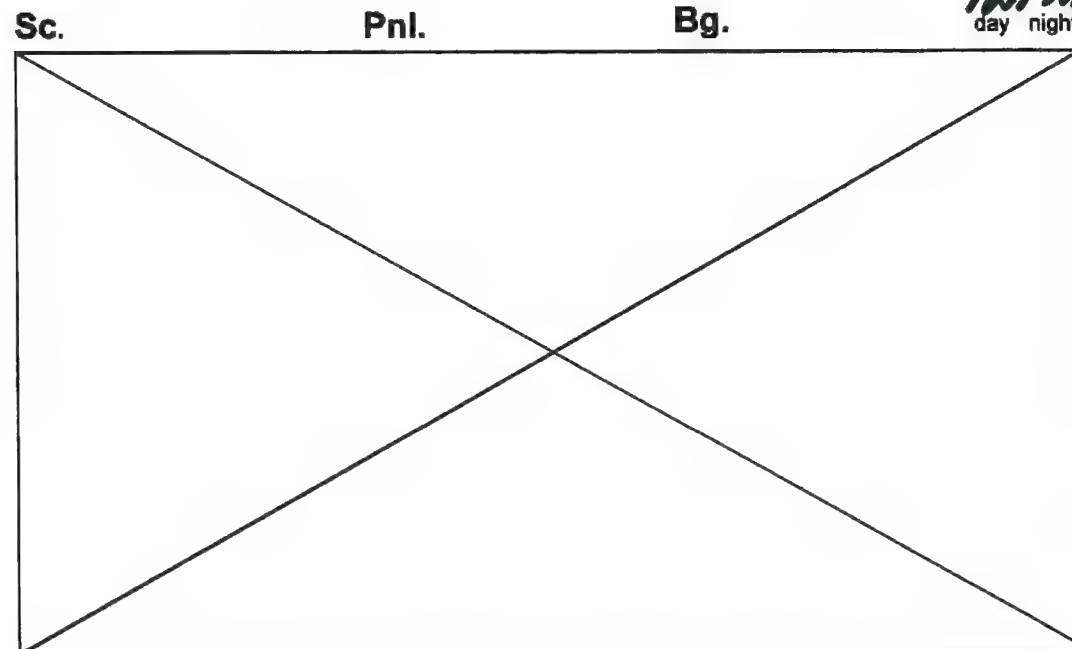
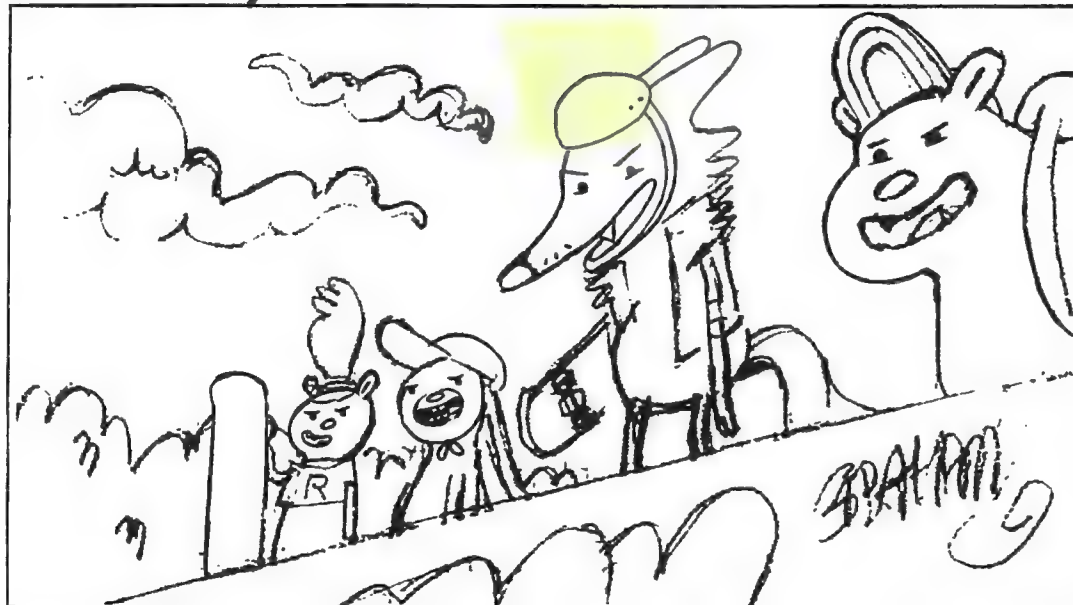
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ADVENTURE TIME



Page 120A  
12.1 NEXT  
day night

Sc. 53 *cont* Pnl. B Bg. day night



Dialog: TEEN ANIMALS : HAHHA HAHHA!

Action:

MAR 16 2016

Timing:

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Production :

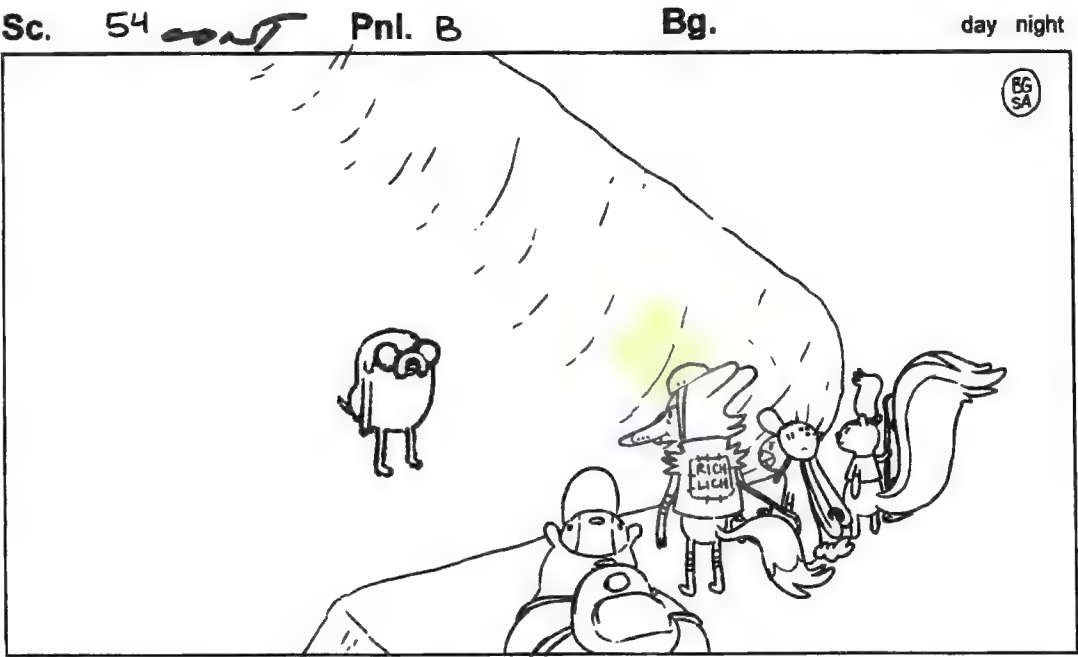
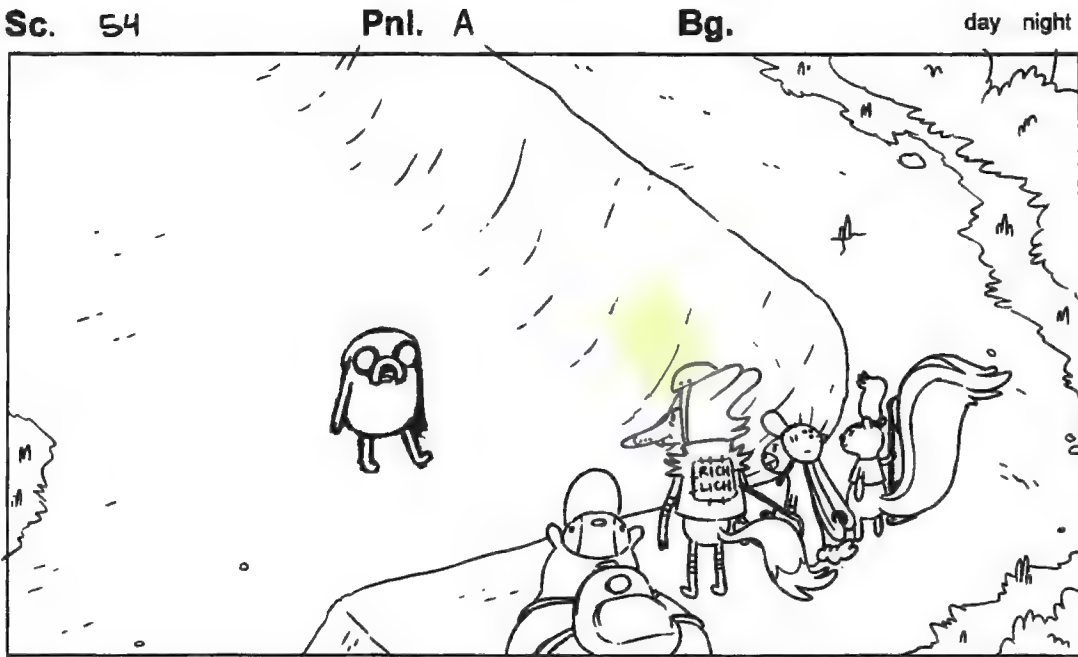
1042 245

1042 245

ADVENTURE TIME



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Dialog:	<u>J</u> : I'M NOT ...	<u>J</u> : ... A SQUARE.
Action:		
Timing:		

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EPISODE #

1042 245

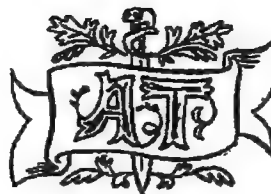
Production :

1042 245

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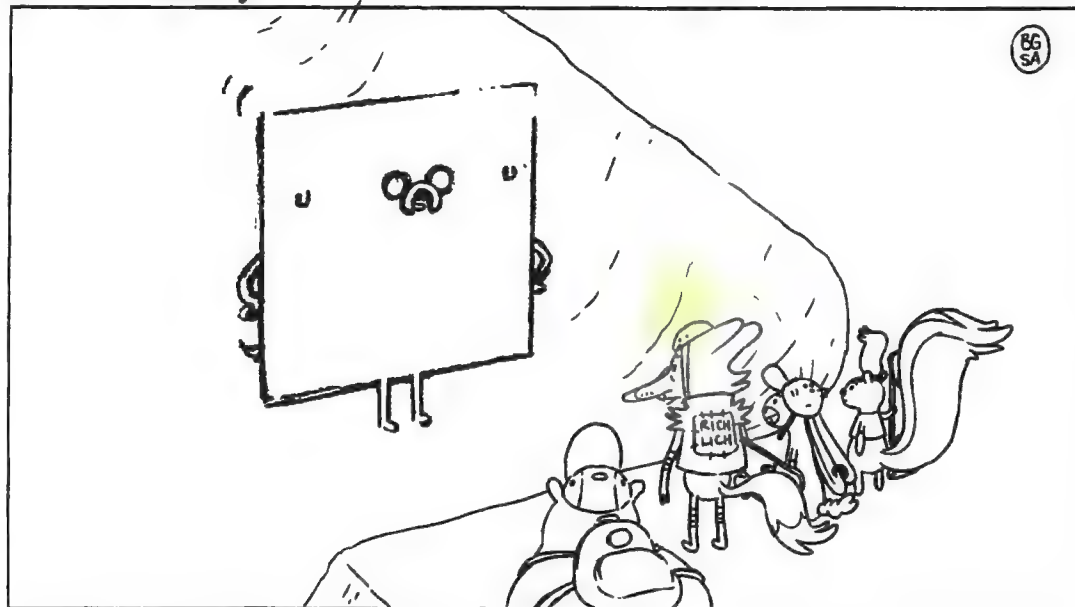
1042 245

# ADVENTURE TIME

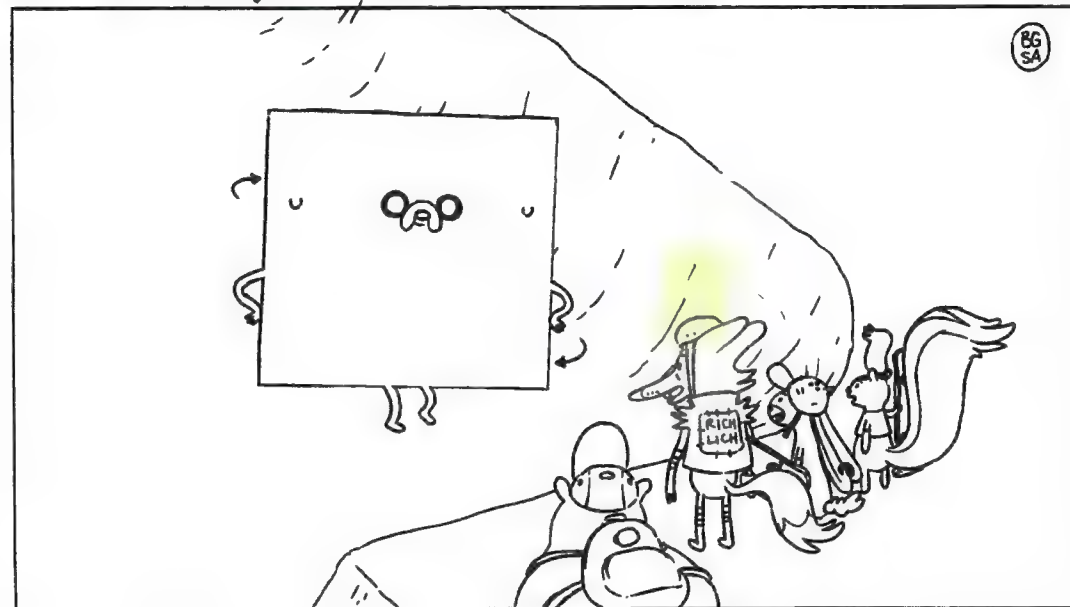


Page 122  
122A NEXT  
day night

Sc. 54 *cont* Pnl. C Bg. day night



Sc. 54 *cont* Pnl. D Bg. day night



Dialog:

J: BUT NOW I AM.

FOX: Wow! RADICAL! HA HA...

TEEN ANIMALS: [IMPRESSED WALLA]

Action:

- J. STRETCHES INTO A SQUARE

- J. TURNS.

MAR 16 2016

Timing:

1042-245

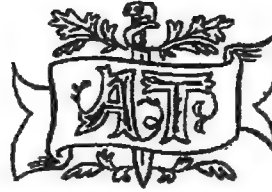
EPISODE #

Production :

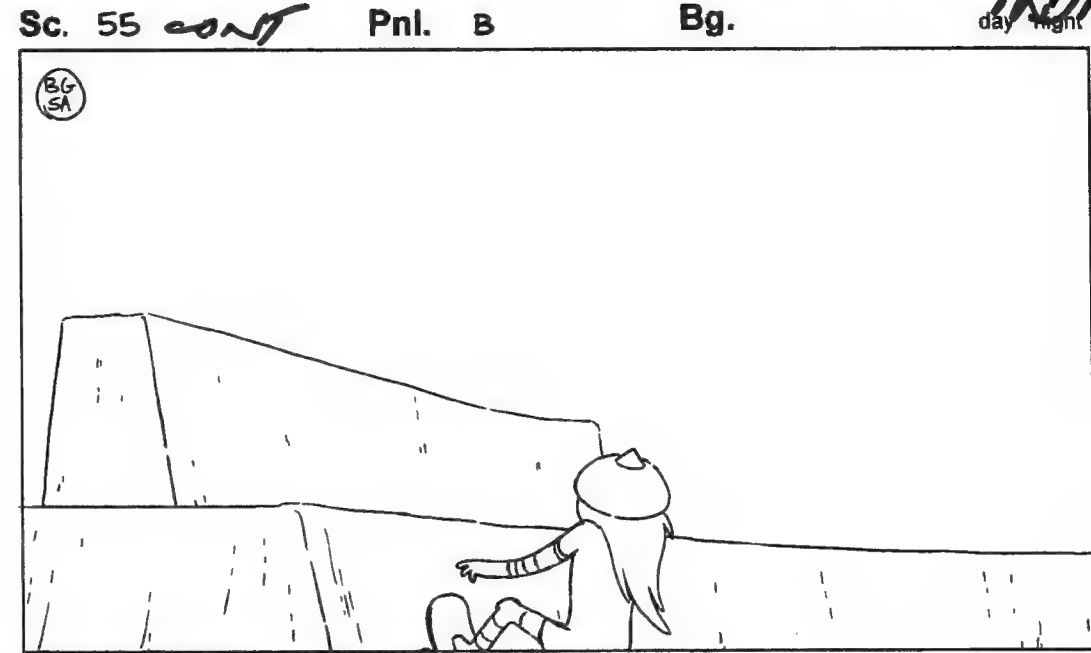
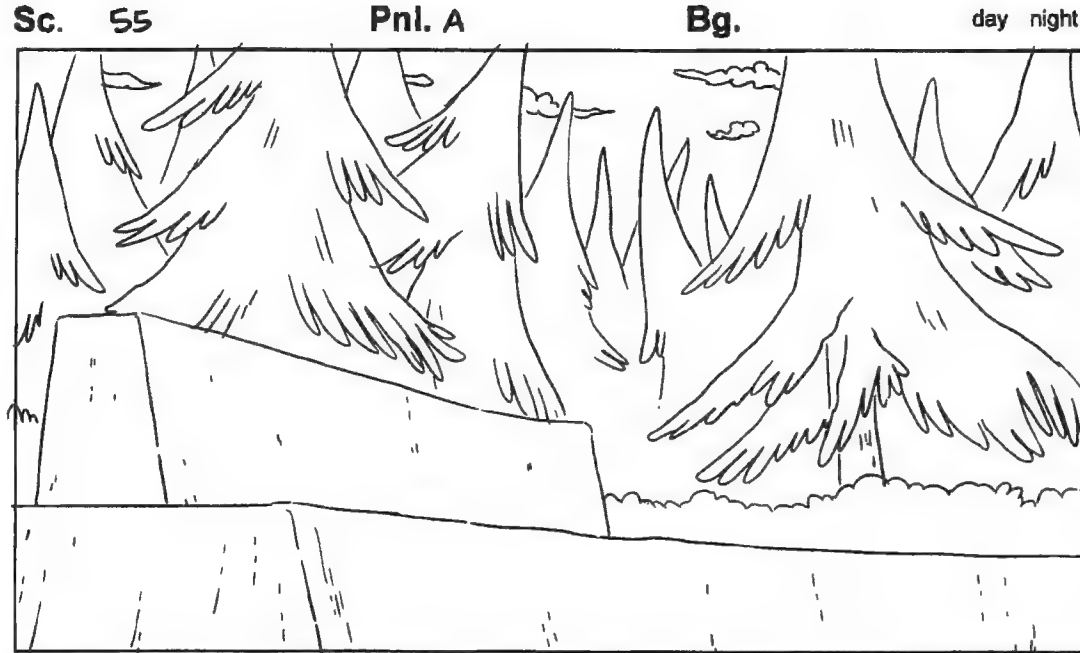
1042 245



# ADVENTURE TIME



Page 122A  
IRONBENT  
day night



Dialog:

(015)  
GANG: HA HA HA

Action:

- B. SKATES UP RAMP.

MAR 16 2016

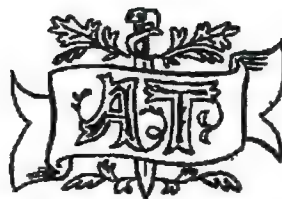
Timing:

EPISODE # 1042-245

Production :

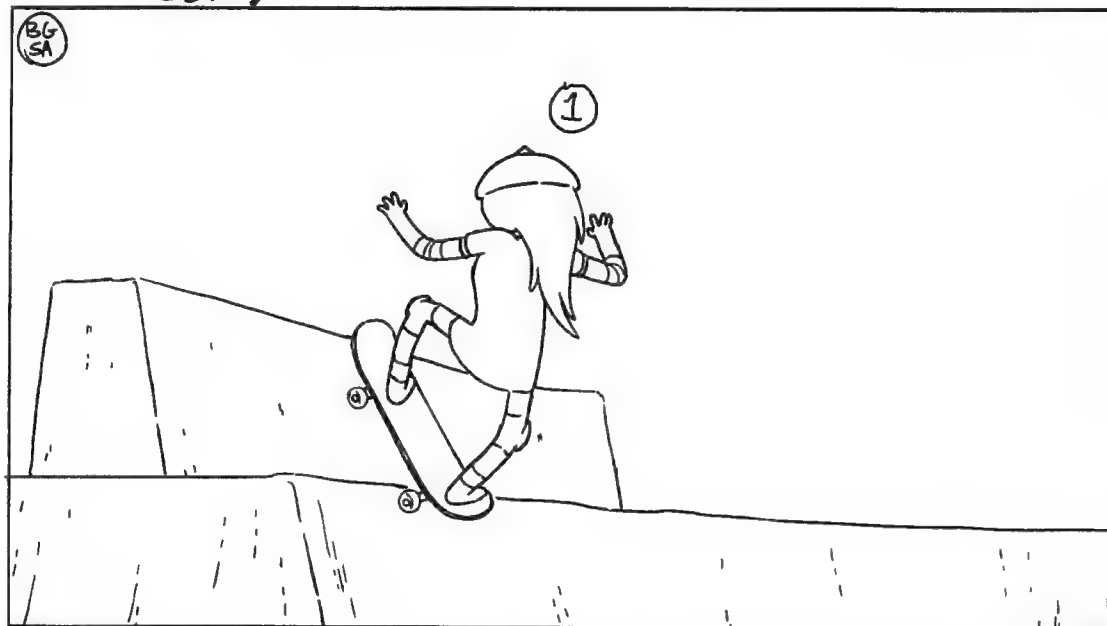
1042 245

# ADVENTURE TIME

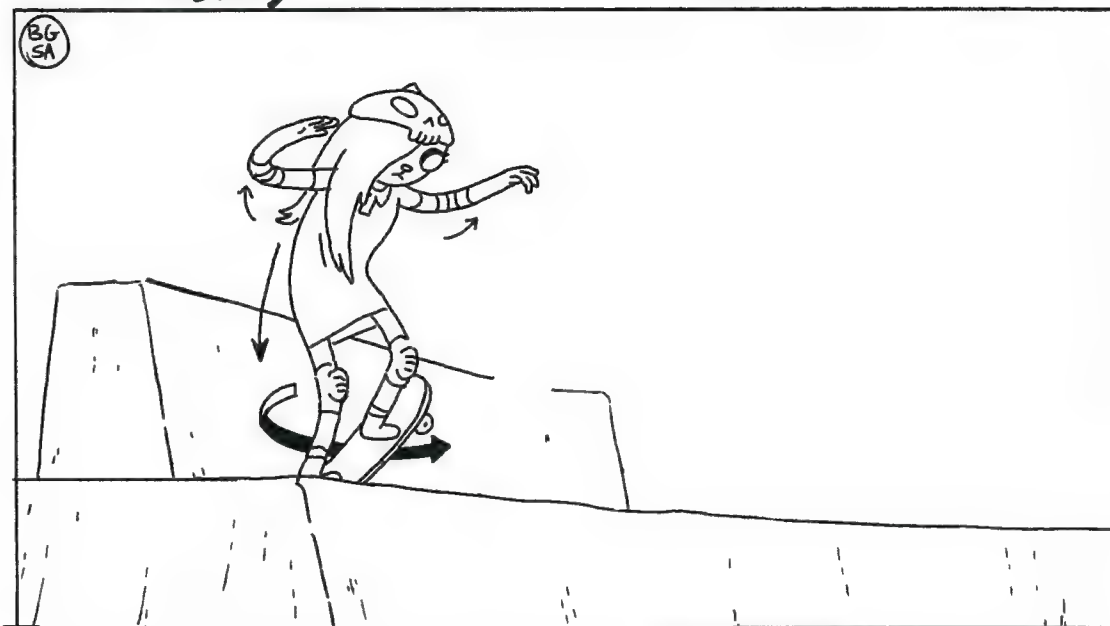


Page 123

Sc. 55 *cont* Pnl. C Bg. day night



Sc. 55 *cont* Pnl. D Bg. day night



Dialog:

GANG: Woo!

Action:

- B. AIRS OUT OF RAMP.

Timing:



SKUNK HOW'D YOU DO THAT?

- B. LANDS ON BACK wheels & pivots A ROUND.

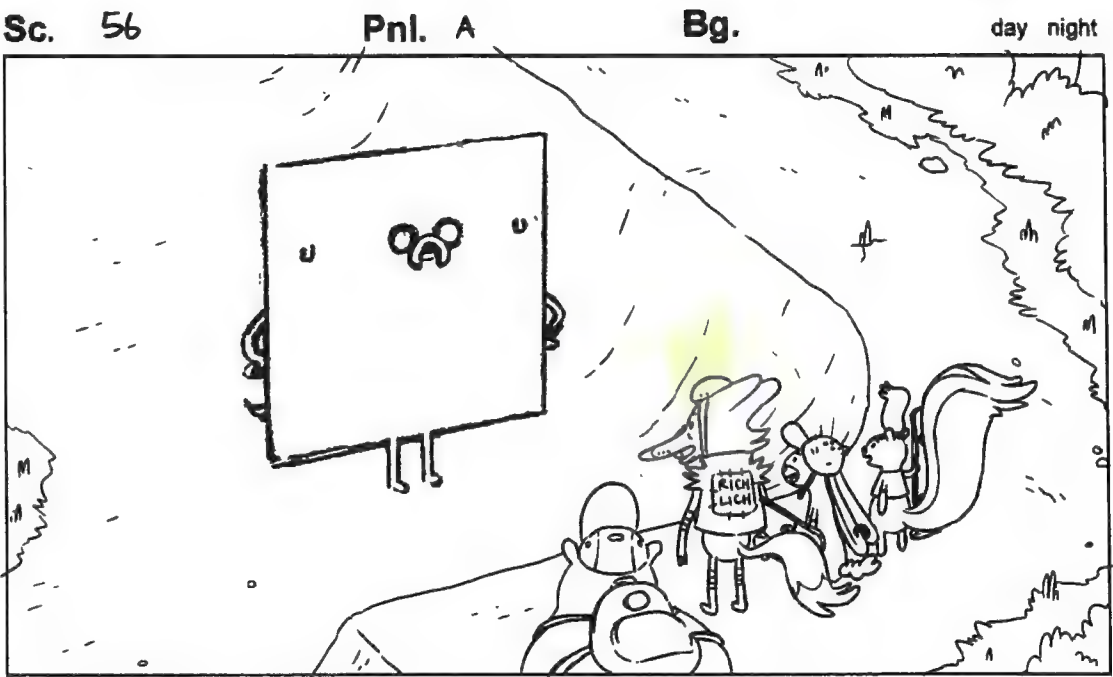
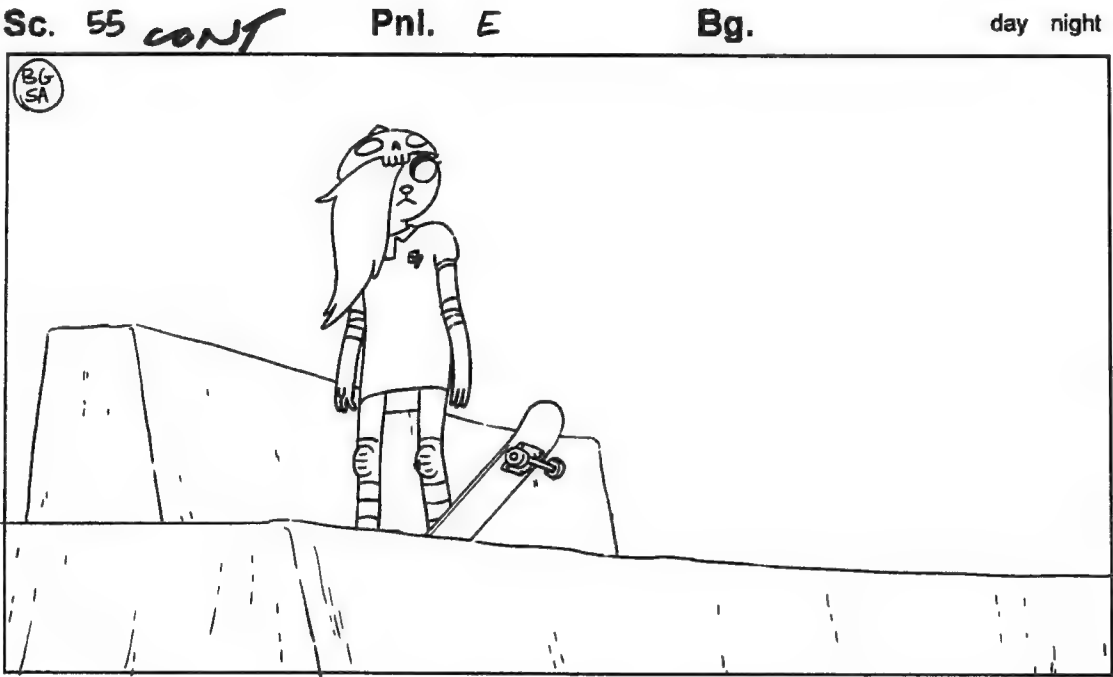
MAR 16 2016

EPISODE # 1042-245  
042 245

Production :

1042 245

ADVENTURE TIME



Dialog: BEAR : DO ANOTHER ONE! YEAH!

Action: - B FINISHES TURN & LOOKS BACK ACROSS PARK.

Timing:

MAR 16 2016

EPISODE # 1042-245

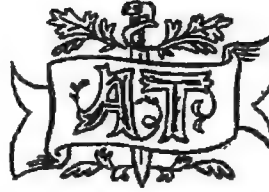
1042 245

Production :

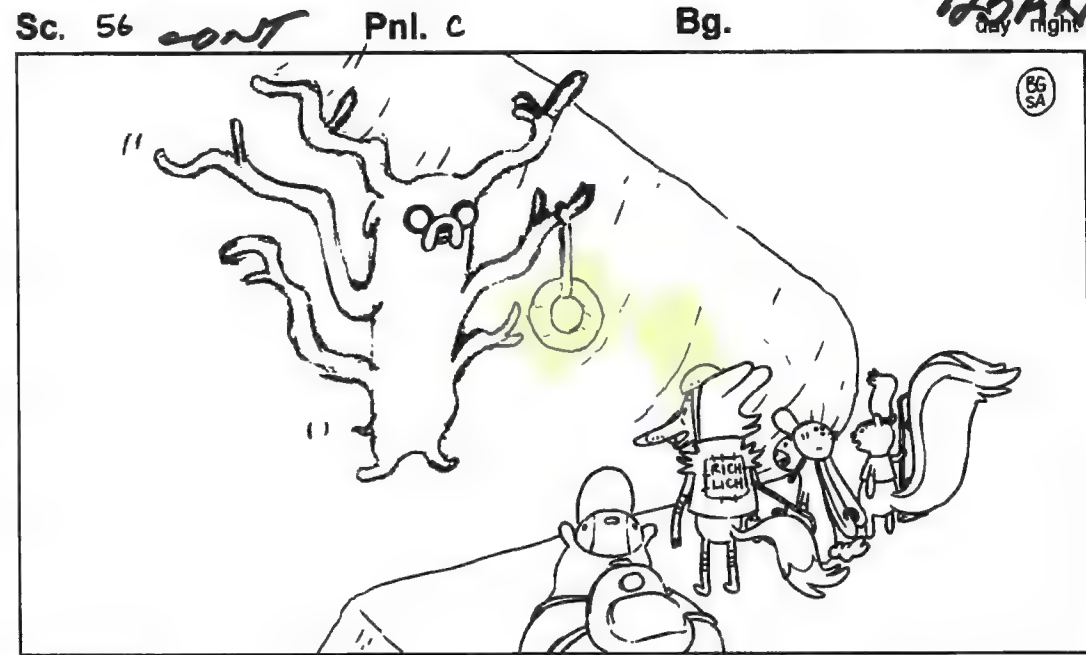
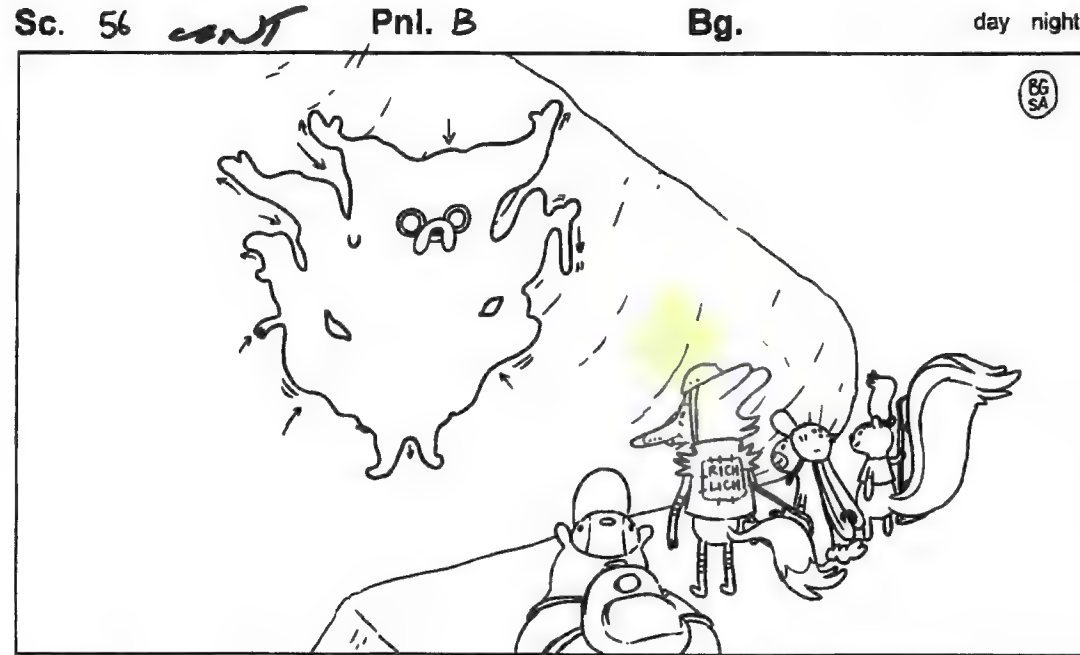
1042 245

1042 245

# ADVENTURE TIME



Page 125  
125A NEXT  
day night



Dialog:

J: I'M AN OLD TREE.  
SKUNK: YAY!  
ANIMALS: HA HA HA

Action:

JAKE CHANGES SHAPE, INTO A TREE.

MAR .6 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

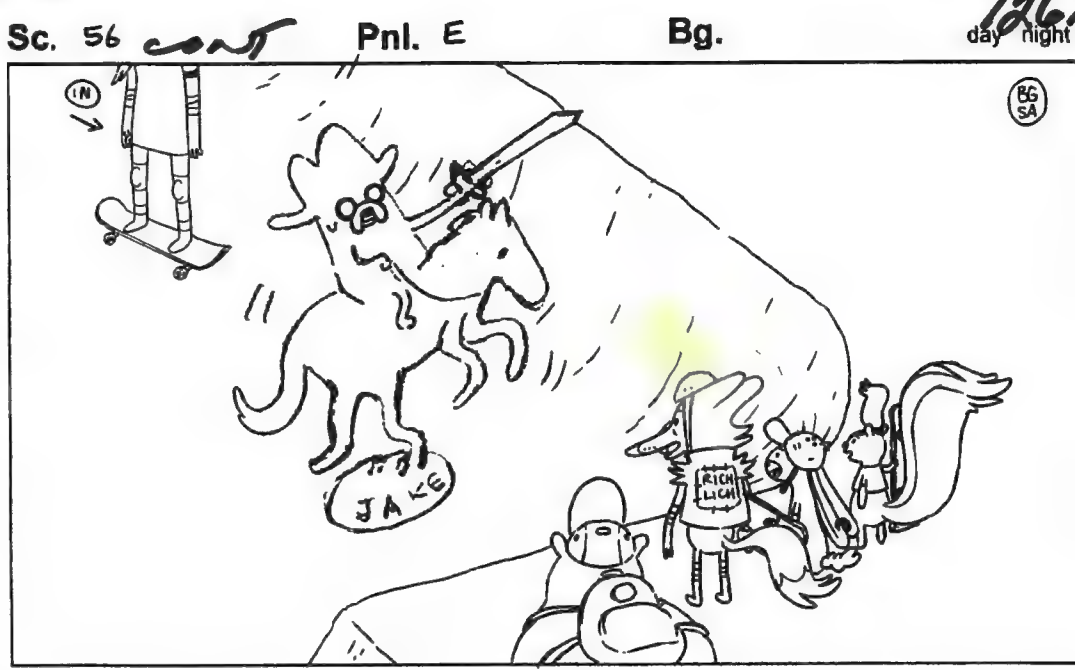
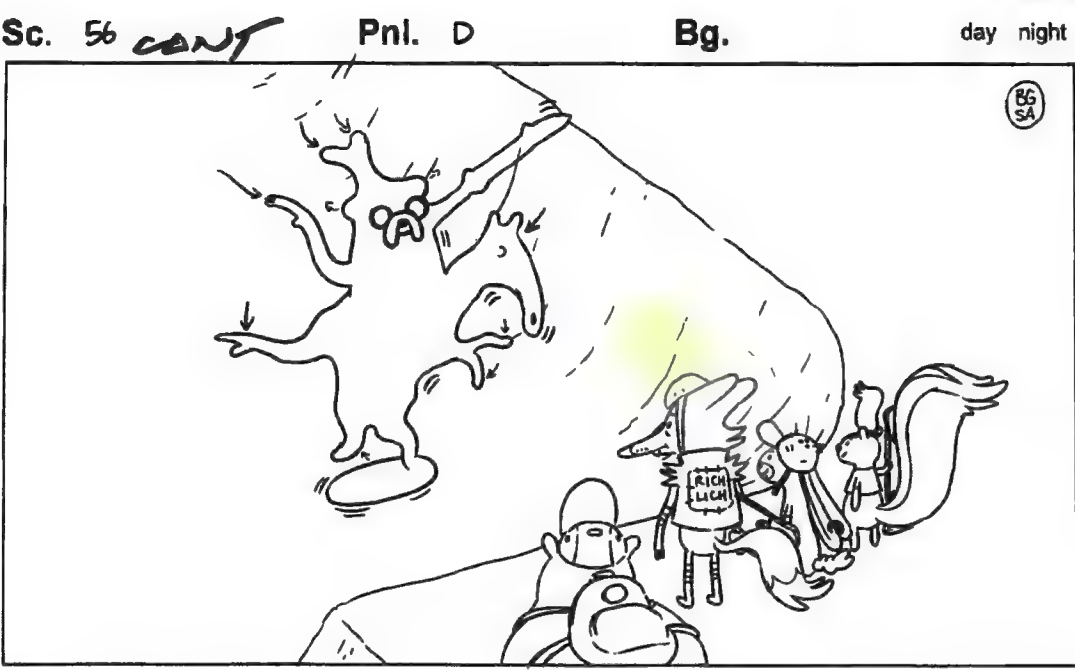
1042 245



ADVENTURE TIME



Page 125A  
126 NEXT  
day night



Dialog:	J: 'AN EQUESTRIAN STATUE.' FOX: HEY! HA HA
Action:	JAKE CHANGES TO A STATUE. (BRONWYN ENTERS, ON HER SKATEBOARD.) MAR 16 2016
Timing:	

EPISODE # 1042-245  
Production :

1042 245

1042 245

1042 245

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ADVENTURE TIME



Page 126

126A NEXT  
day night

Sc. 56 *CONT* Pnl. F Bg. day night



Sc. 56 *CONT* Pnl. G Bg. day night



Dialog: B: ARE YOU GOING TO STAY HERE  
- ALL NIGHT ?

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

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1042 245

1042 245

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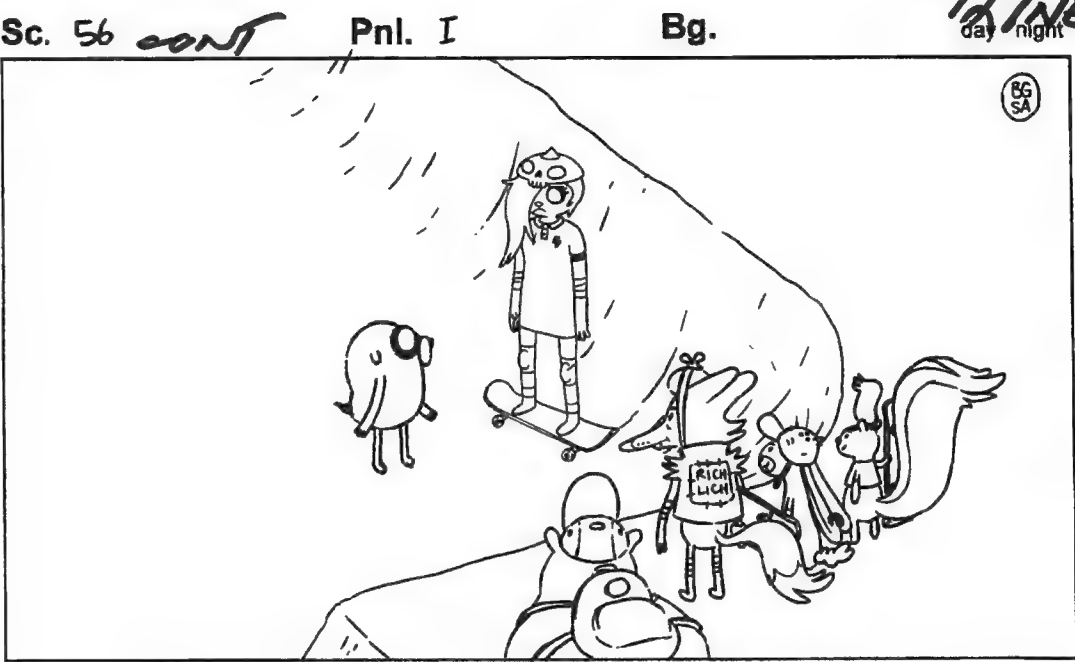
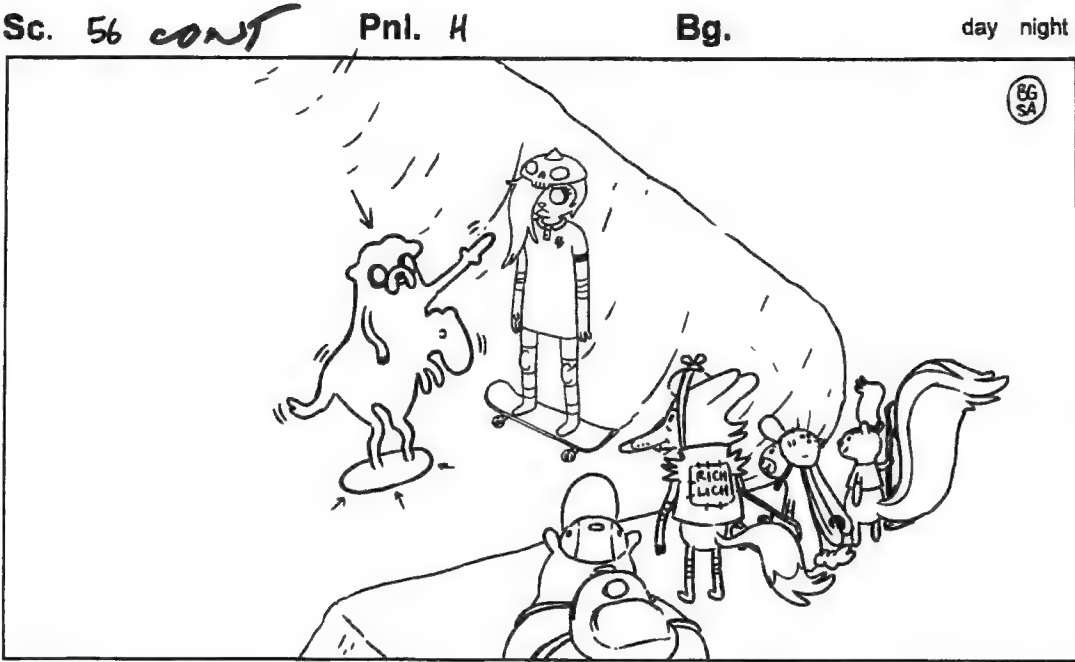
1042 245

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ADVENTURE TIME



Page 126A  
127 NEXT  
day night



Dialog:

J: WHAT? THEY LIKE ME!

Action:

-J. STRETCHES BACK TO NORMAL.

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

# ADVENTURE TIME



Page 127

Sc. 57

Pnl. A

Bg.

day night



Sc. 57 *cont*

Pnl. B

Bg.

day night



Dialog:

⑤ (o.s.) THEY LIKE MY AGELESS STYLE AND EVERYTHING. . .

⑥ [GRUMBLE]  
Hmmph!

Action:

MAR 16 2016

Timing:

1042-245

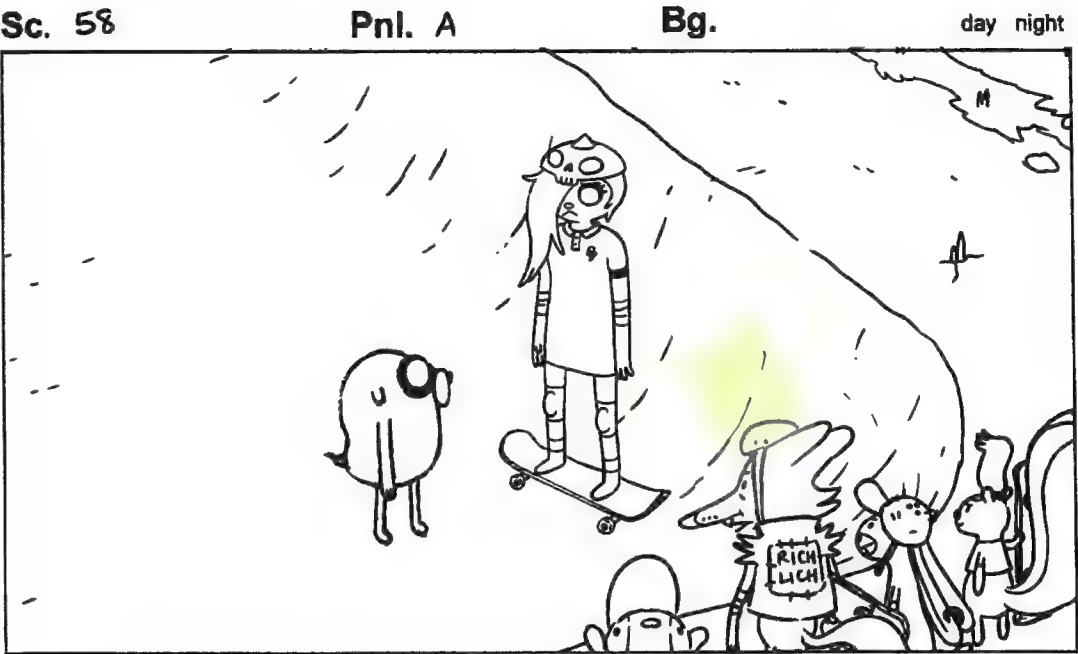
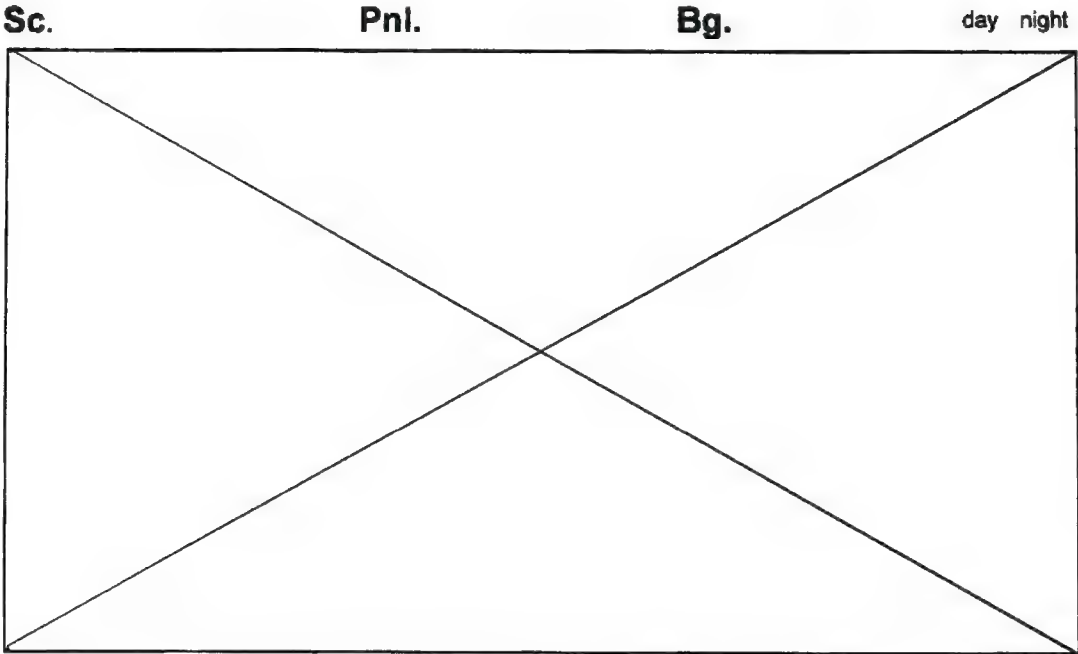
EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Dialog:
Action:
Timing:

MAR 16 2016

1042-245

EPISODE #

Production :

1042 245

1042 245

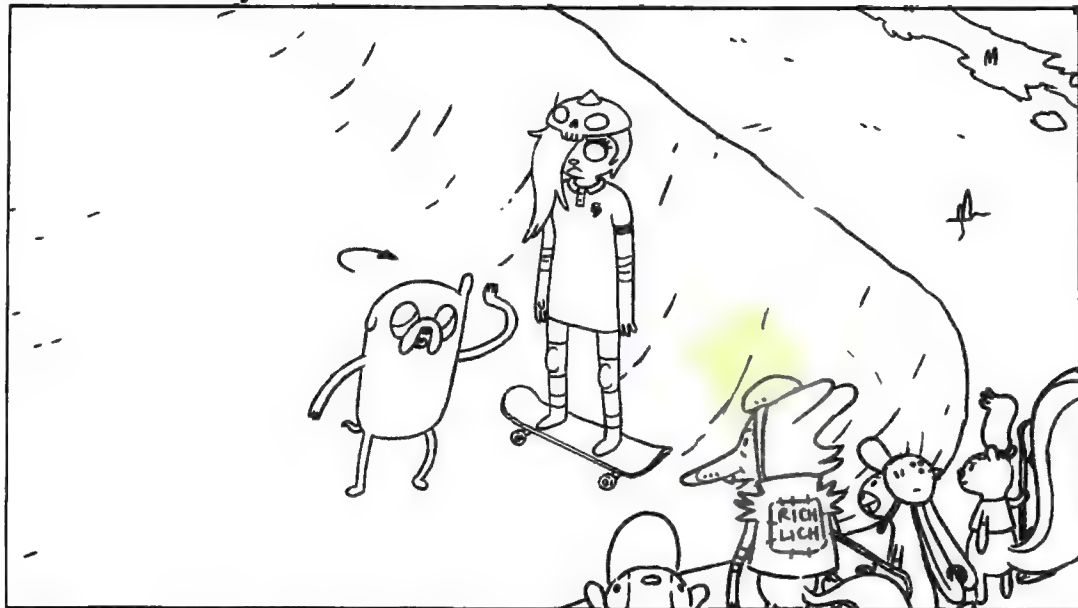


ADVENTURE TIME



Page 129

Sc. 58 *cont* Pnl. B Bg. day night



Sc. 58 *cont* Pnl. C Bg. day night



Dialog:	⑤ BUT HARK! WHAT'S THAT I HEAR?...	⑤ FAAART!
Action:	⑤ HITS POSE	(HOLD POSE)
Timing:		

MAR 16 2016

1042-245

EPISODE #

1042 245

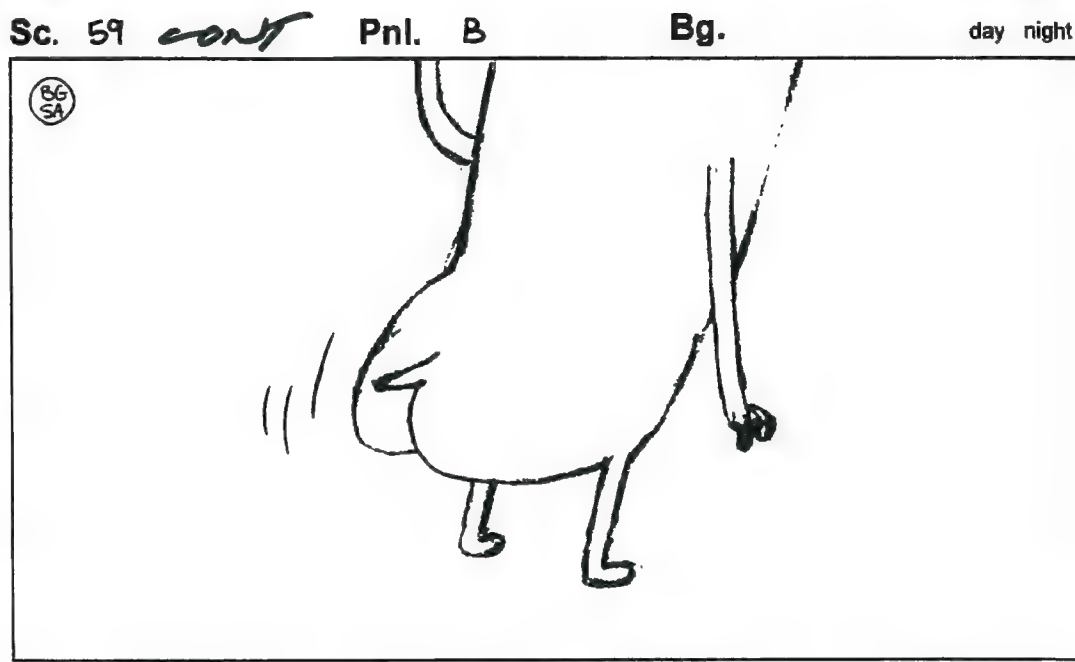
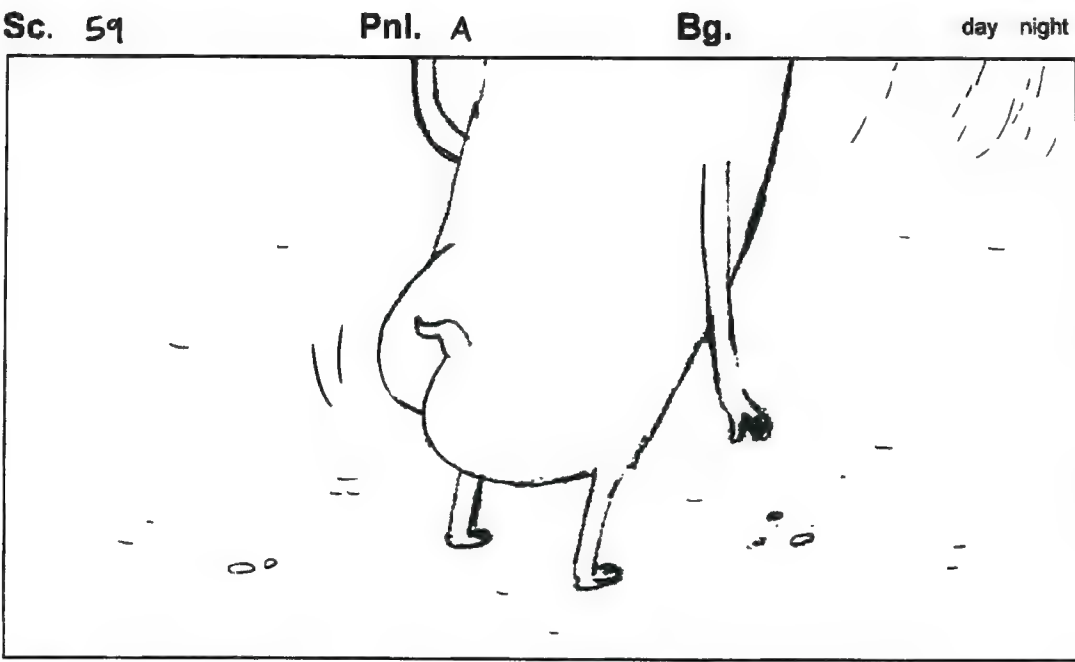
Production :

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1042 245

ADVENTURE TIME



Dialog:	<u>J</u> : Faant!
Action:	<u>J</u> : Faant Faant
Timing:	MAR 16 2016

1042 245

EPISODE # 1042-245

Production :

1042 245

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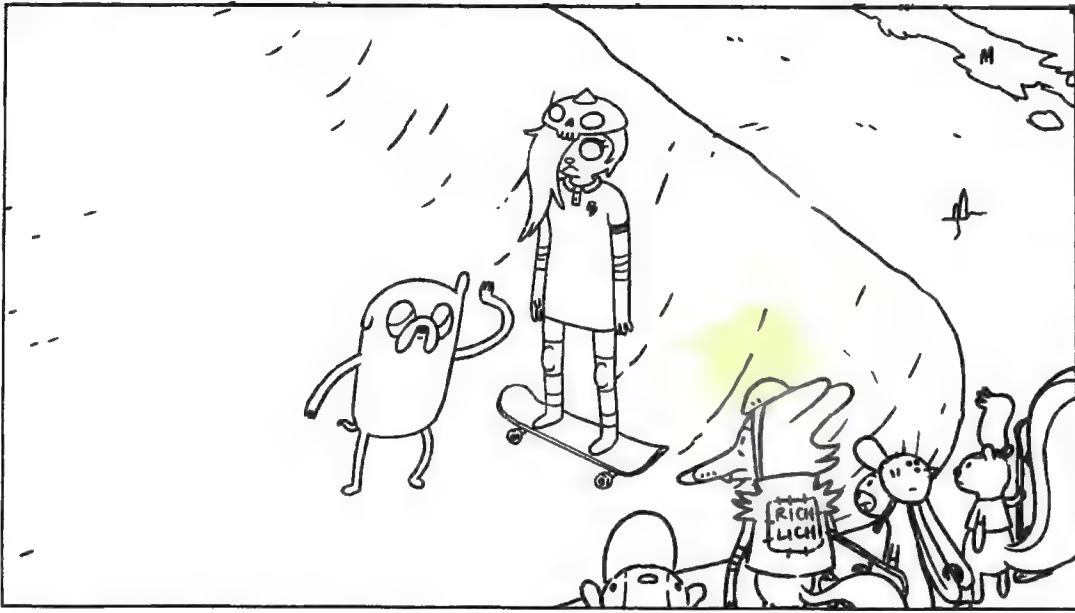
1042 245

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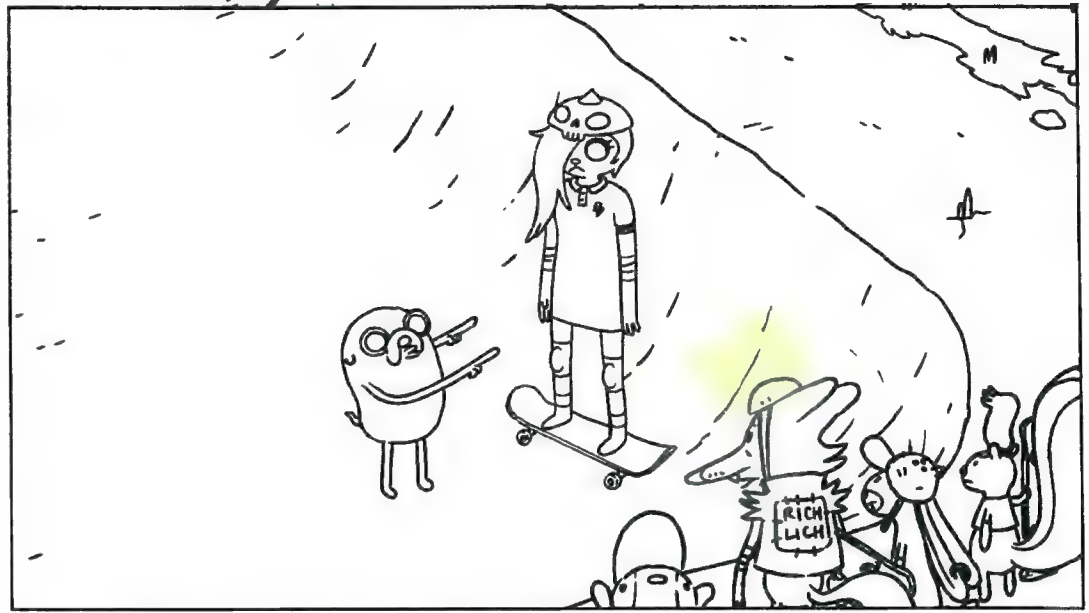
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 60 *CONT* Pnl. B Bg. day night



Dialog:	SFX: <END OF FART>
Action:	[BEAT.]  POINT POINT  MAR 16 2016
Timing:	

1042-245

EPISODE #

1042 245

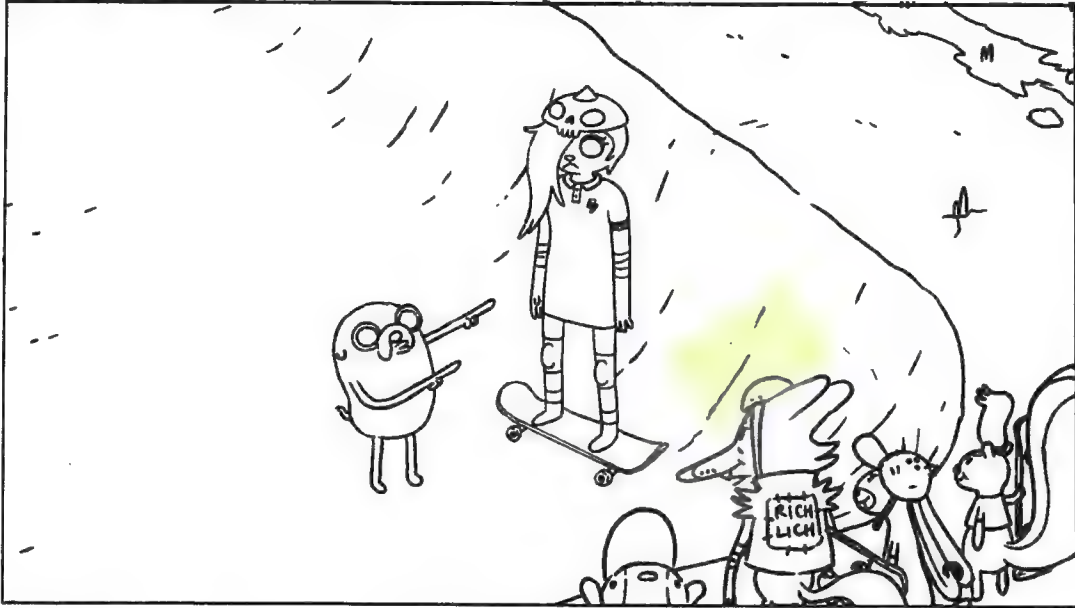
Production :

1042 245

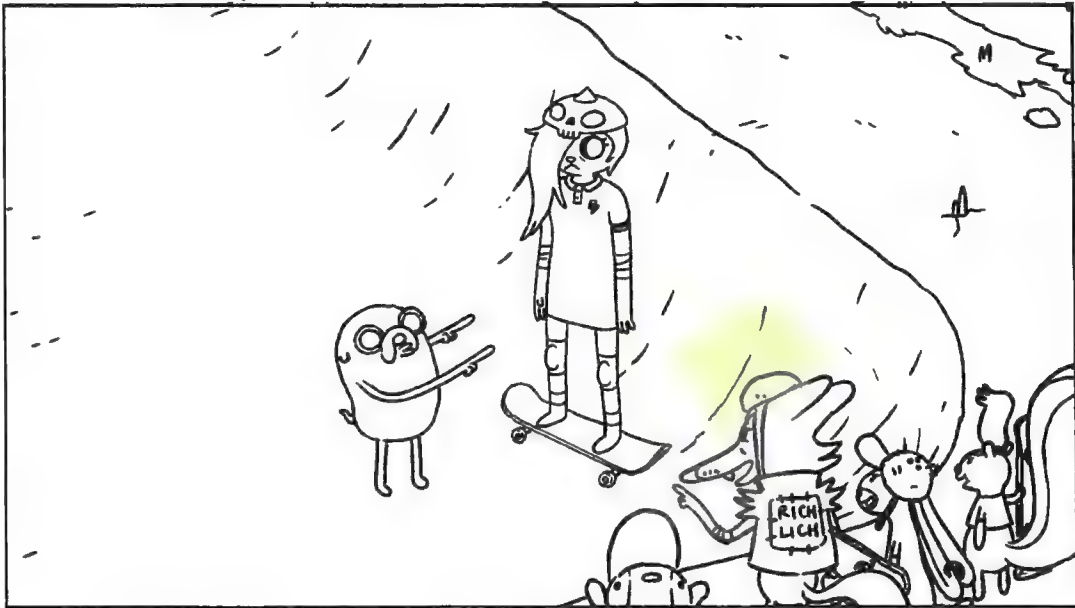
ADVENTURE TIME



Sc. 60 *cont* Pnl. C Bg. day night



Sc. 60 *cont* Pnl. D Bg. day night



Dialog:	<p><u>ANIMALS</u> HA HA HA...! <u>FOX</u> : BRONWYN BEEFED IT!</p>
Action:	<p>POINT POINT</p> <p>MAR 16 2016</p>
Timing:	

EPISODE # 1042-245

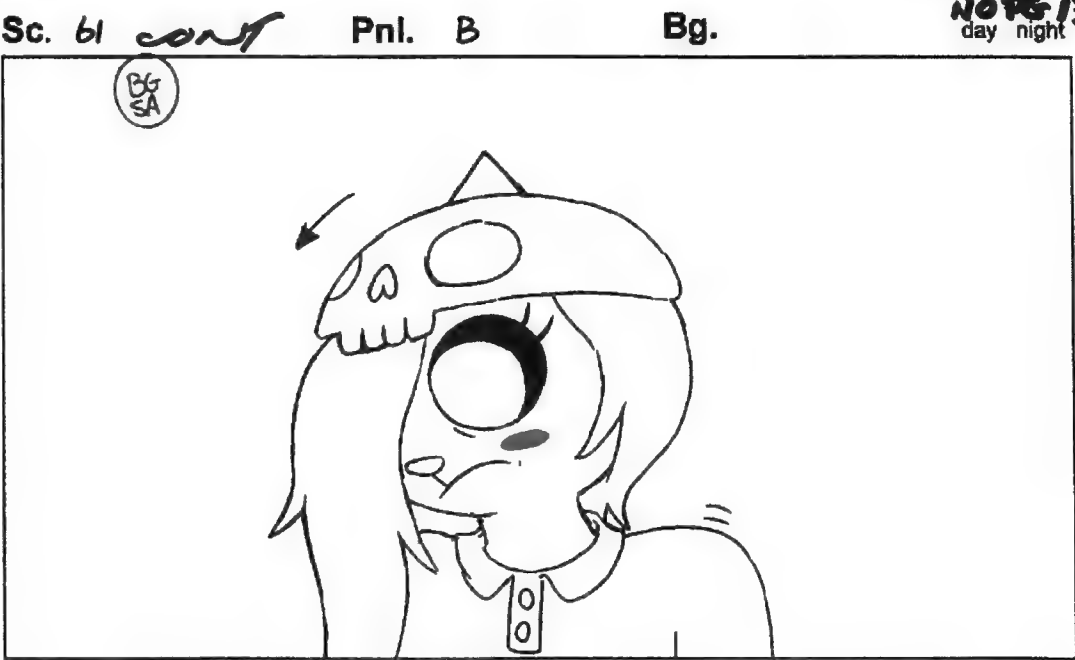
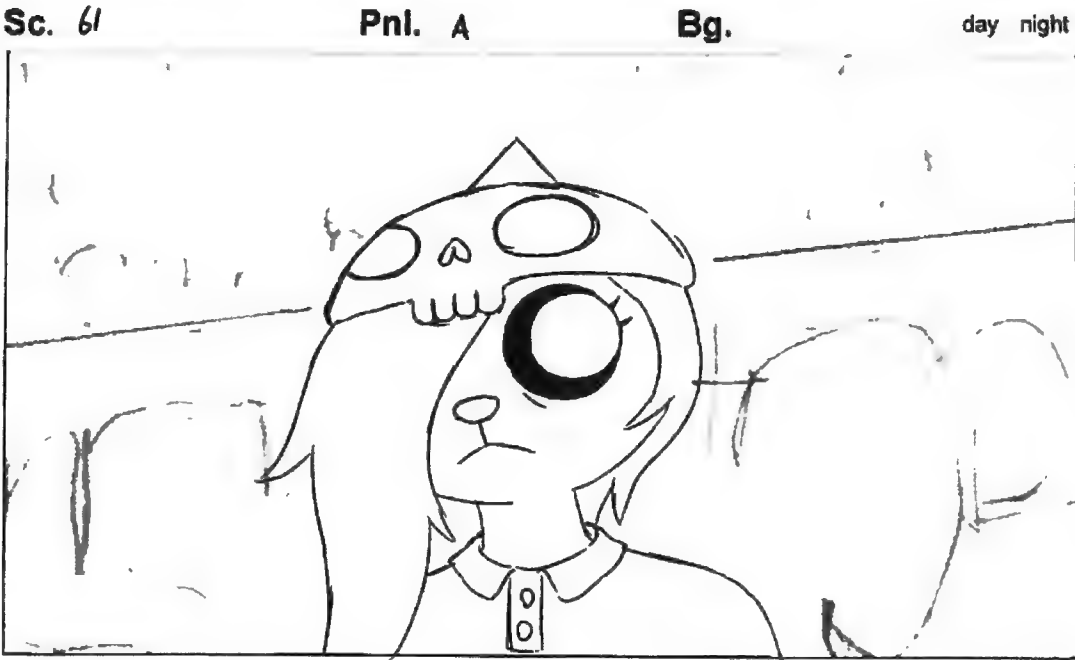
1042 245

Production :

1042 245

1042 245

ADVENTURE TIME



Dialog:	GANG: HA HA HA (0/3)
Action:	(BRONWYN FLUSTERED)
Timing:	MAR : 6 2016

1042-245

EPISODE #

042 245

Production :

042 245

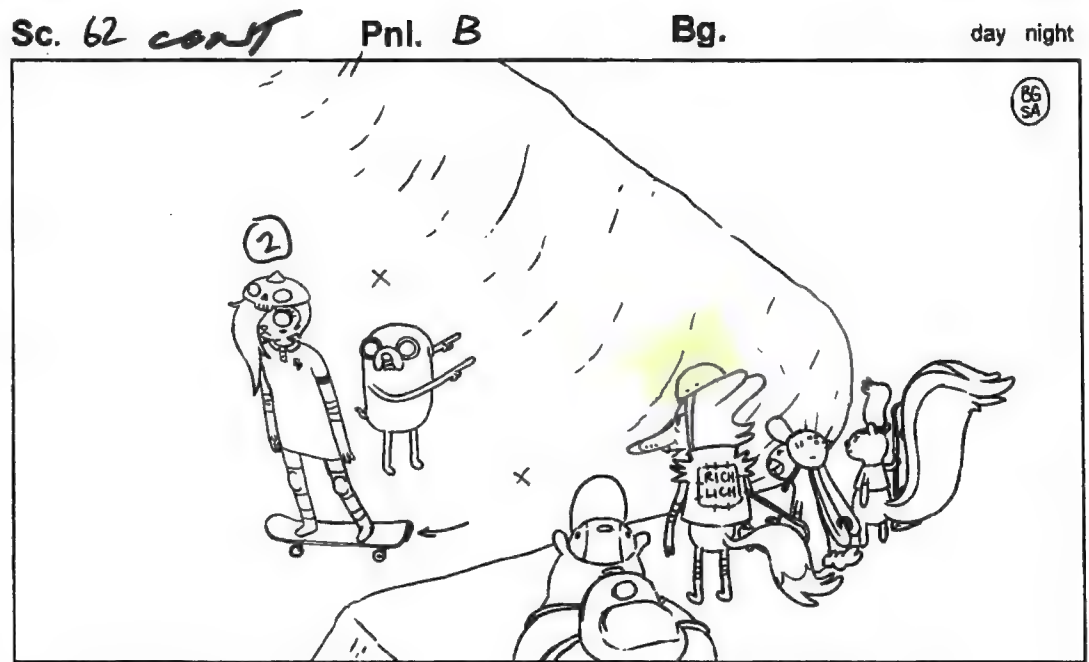
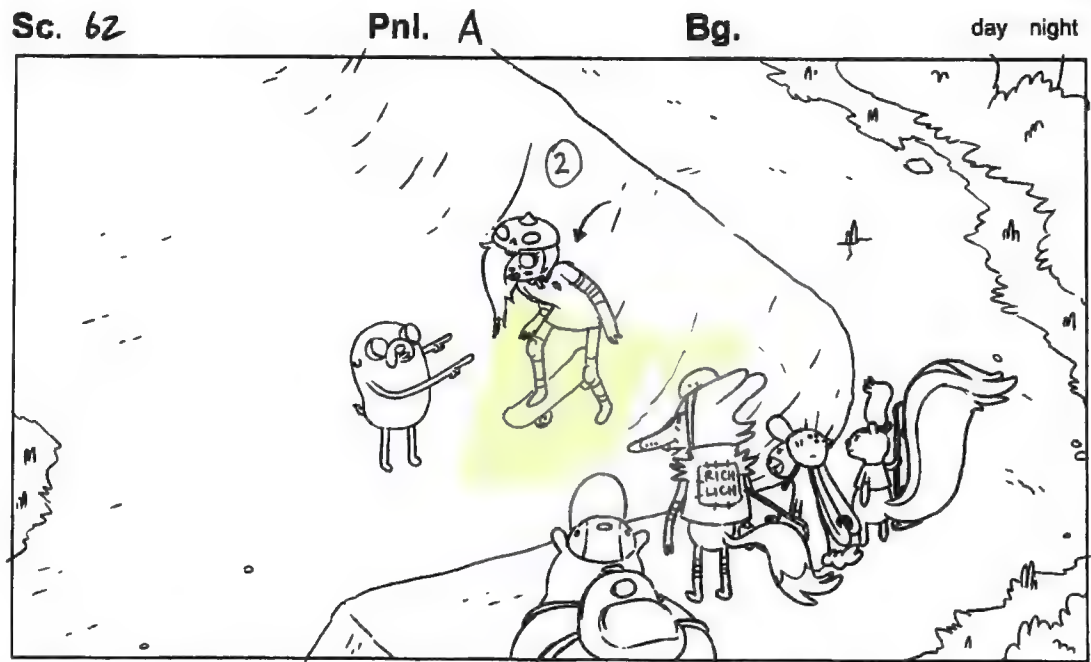
1042 245



1042 245

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# ADVENTURE TIME



Dialog:	
ⓑ (UNDER HER BREATH) Y-YOURE THE FART.	ⓓ WHAT - NO
Action:	
BRONWYN PUSHES OFF . . .	
SP	
Timing:	

APR 6 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Page 136

Sc. 62 *cont* Pnl. C

Bg.

day night



Sc. 62 *cont* Pnl. D

Bg.

day night



Dialog:

⑧ OLD, FART!

J = I'M GOOOOOL!

Action:

— BRONWYN SKATES OUT.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

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1042 245

ADVENTURE TIME



Page 137

Sc. 63

Pnl. A

Bg.

day night

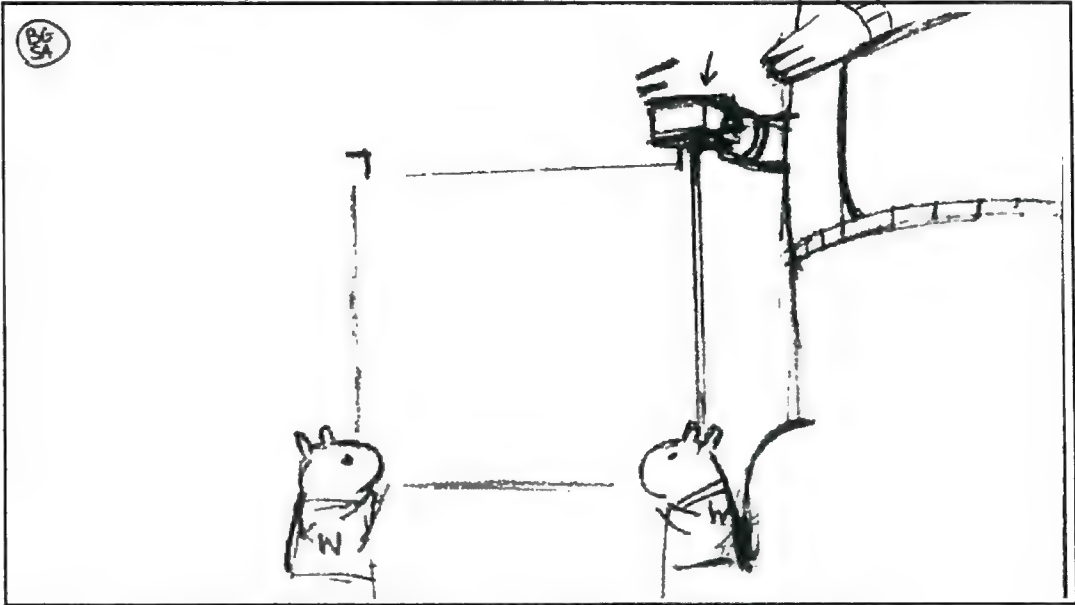


Sc. 63 cont

Pnl. B

Bg.

day night



Dialog:

SFX: TAP TAP

SFX: TAP

Action:

- CLOSE ON A REAL ESTATE SIGN.  
(KKW IS HAMMERING A POST WITH  
A PIECE OF A BRICK.)

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

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ADVENTURE TIME



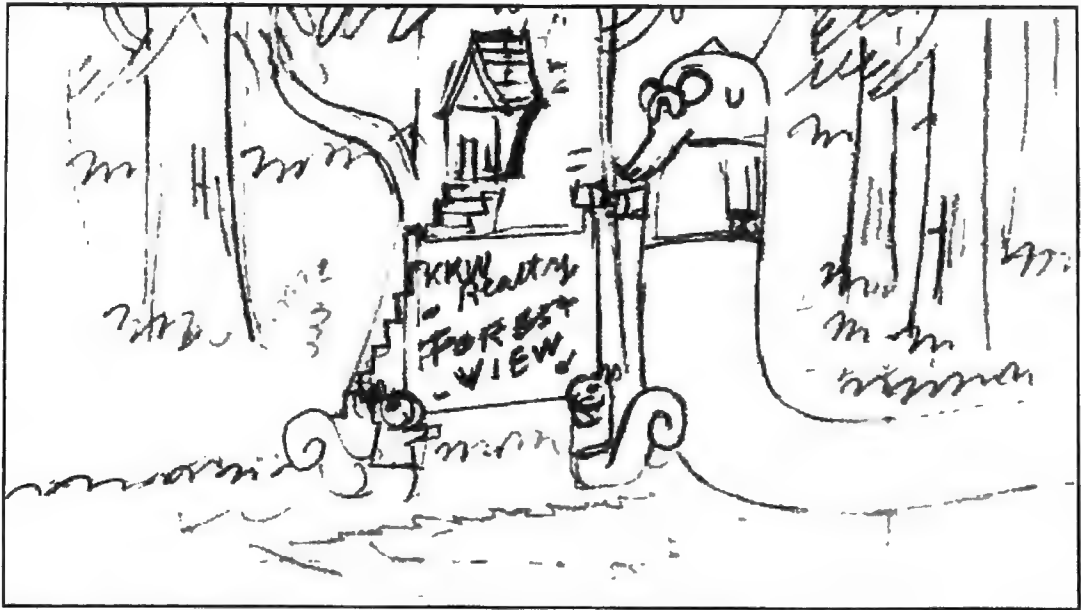
Page 138  
**138A NEXT**  
day night

Sc. 64

Pnl. A

Bg.

day night



Sc. 64 *CONT*

Pnl. B

Bg.



Dialog:

① SON!

Action:

JAKE SKATEBOARDS IN. (ON A MOSTLY  
OVERGROWN SIDEWALK.)

MAR 16 2016

Timing:

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1042 245

Production :

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ADVENTURE TIME



Page 138A  
139 NEXT  
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
64	CONT	C		

Dialog:	⑤ IT'S WORSE THAN WE THOUGHT—
Action:	
Timing:	

MAR 16 2016

Production :  
EPISODE # 1042-245

1042 245

1042 245



ADVENTURE TIME



Page 139

Sc. 64 *CONT*

Pnl. D

Bg.

day night

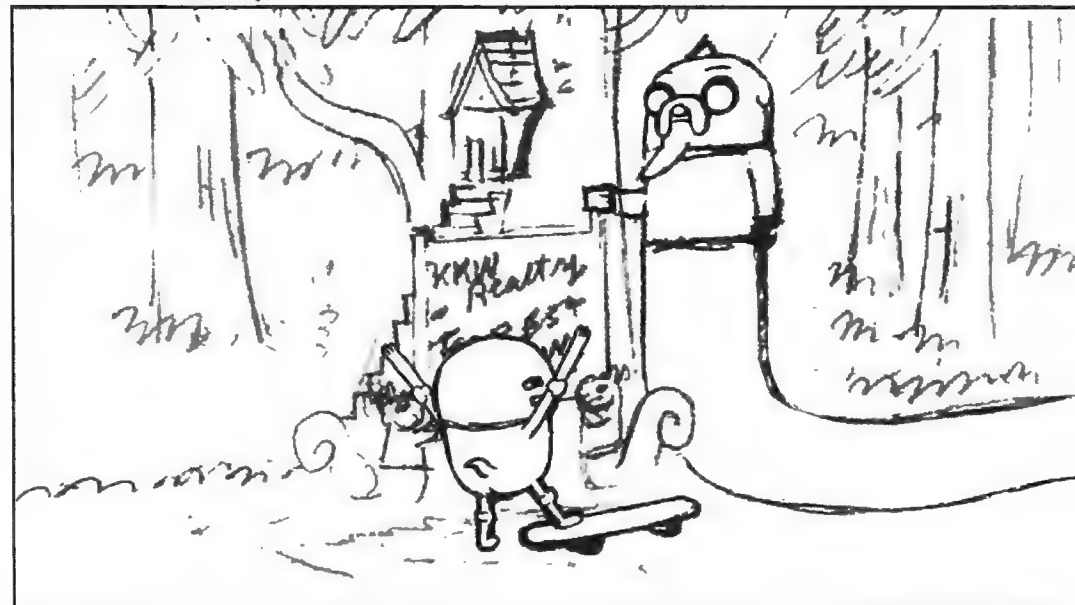


Sc. 64 *CONT*

Pnl. E

Bg.

day night



Dialog:

(KKW) OH KOO... IS IT BLACK MAGIC? A CURSED RING? AN INVESTMENT SCAM!...

⑤ WORSE!

Action:

MAR 1.6 2016

Timing:

1042-245

EPISODE #

Production :

1042 245

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1042 245

1042 245

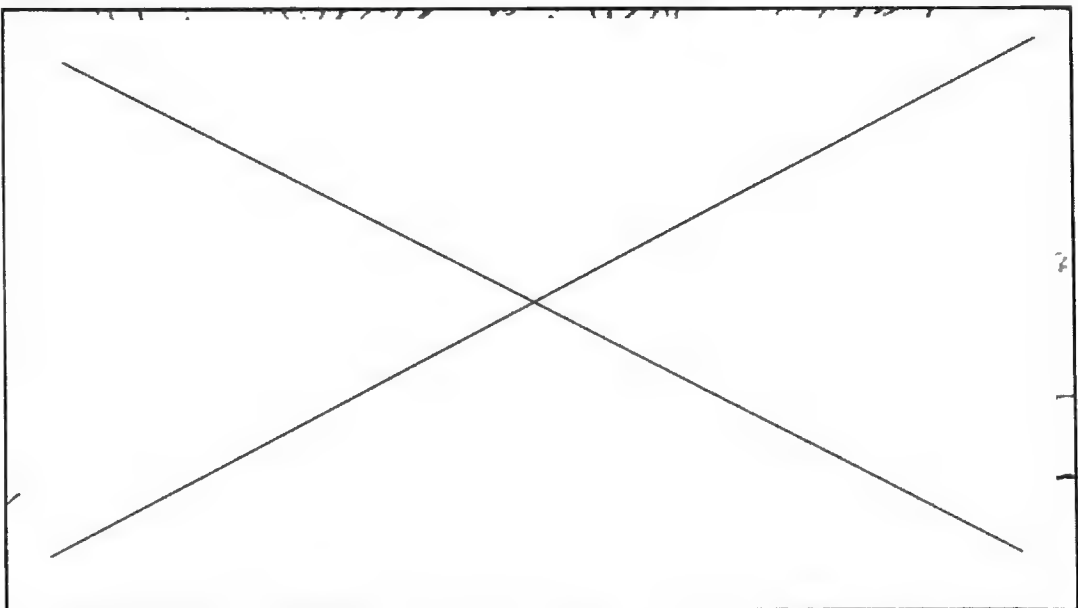
ADVENTURE TIME



Sc. 64 *cont* Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:	...
Action:	
Timing:	MAR 14 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

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ADVENTURE TIME



Page 141

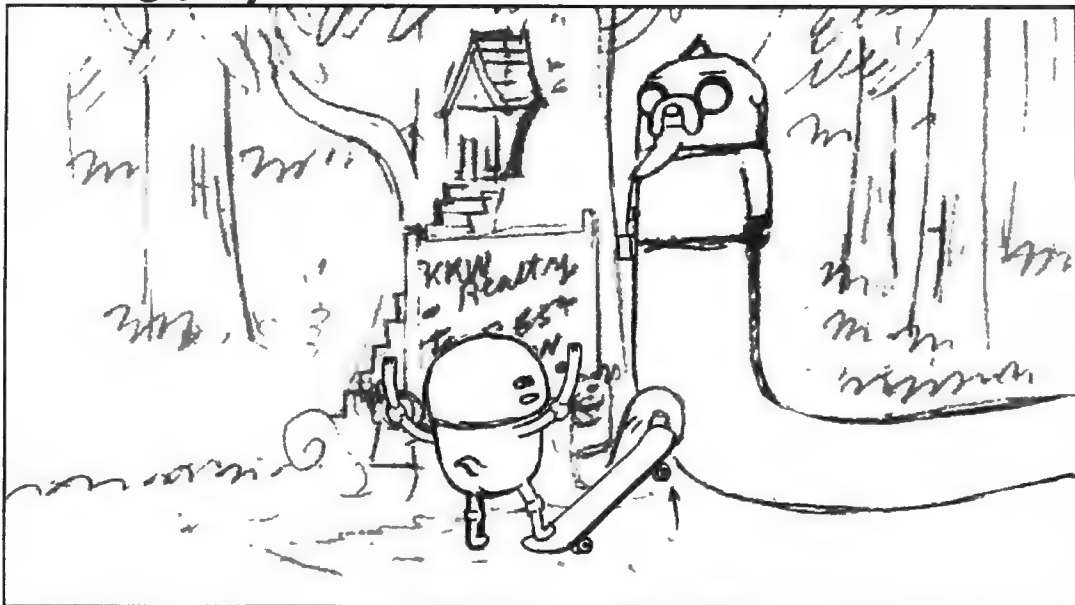
141A NEXT  
day night

Sc. 64 *cont*

Pnl. G

Bg.

day night



Sc. 64 *cont*

Pnl. H

Bg.



Dialog:

J: I TRIED REAL-TALKING WITH  
BRONWYN LAST NIGHT AND NOW  
SHE THINKS I'M

A SQUARE! ...

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

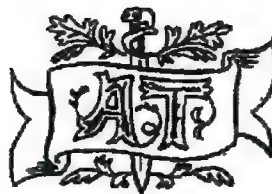
Production :

1042 245

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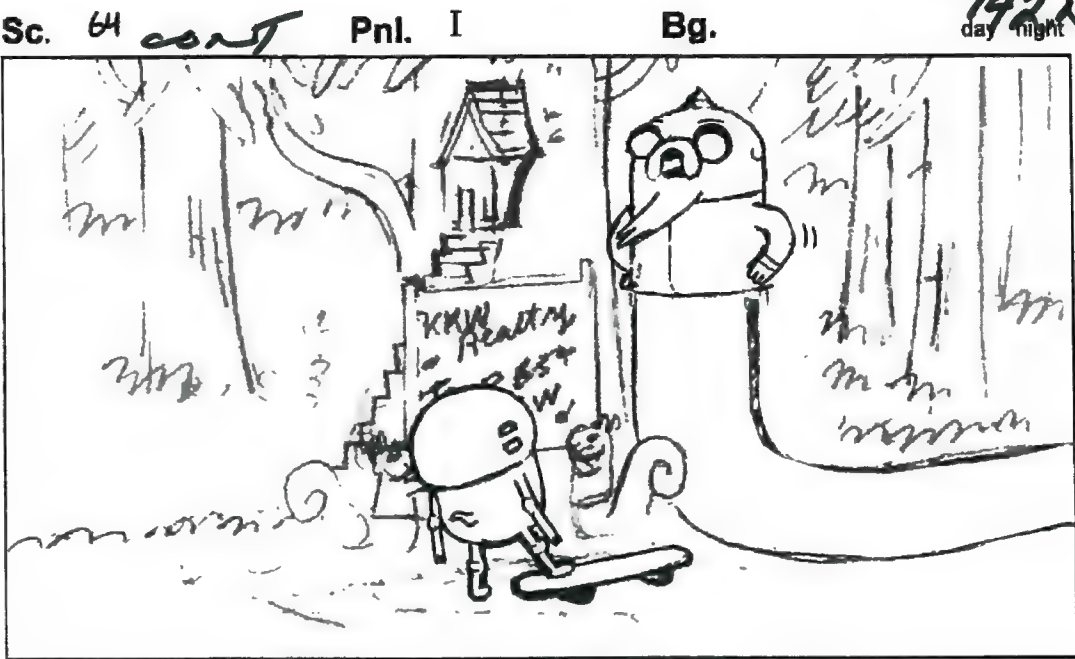
1042 245

ADVENTURE TIME



Page 141 A  
142 NEXT  
day night

Sc.	Pnl.	Bg.	day	night



Dialog:	KKW: I FEEL LIKE YOU'RE LOSING SIGHT --
Action:	
Timing:	MAR 16 2016

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EPISODE #

Production :

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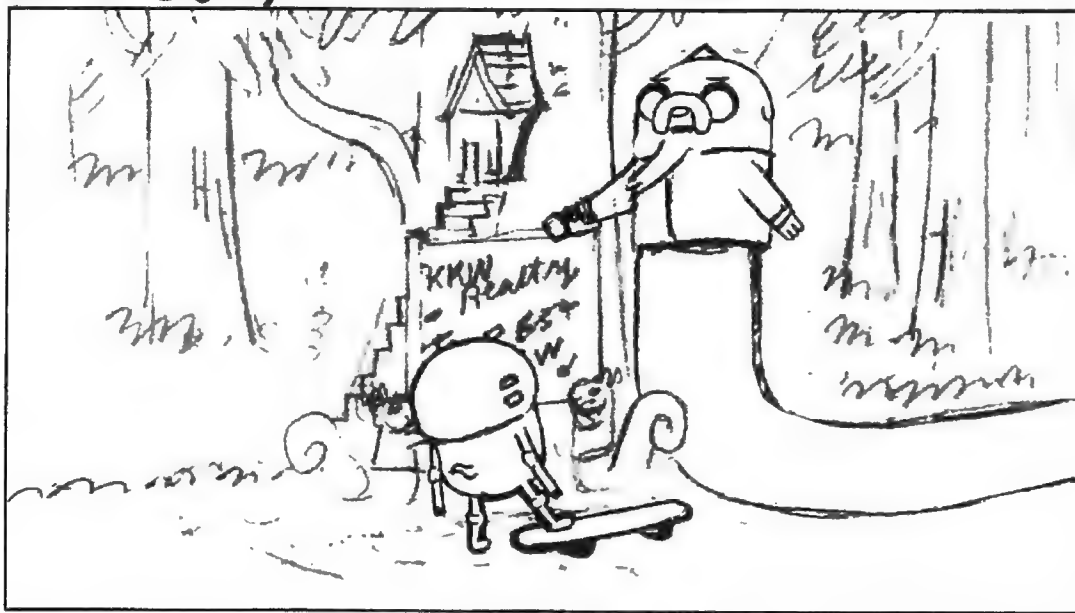


ADVENTURE TIME

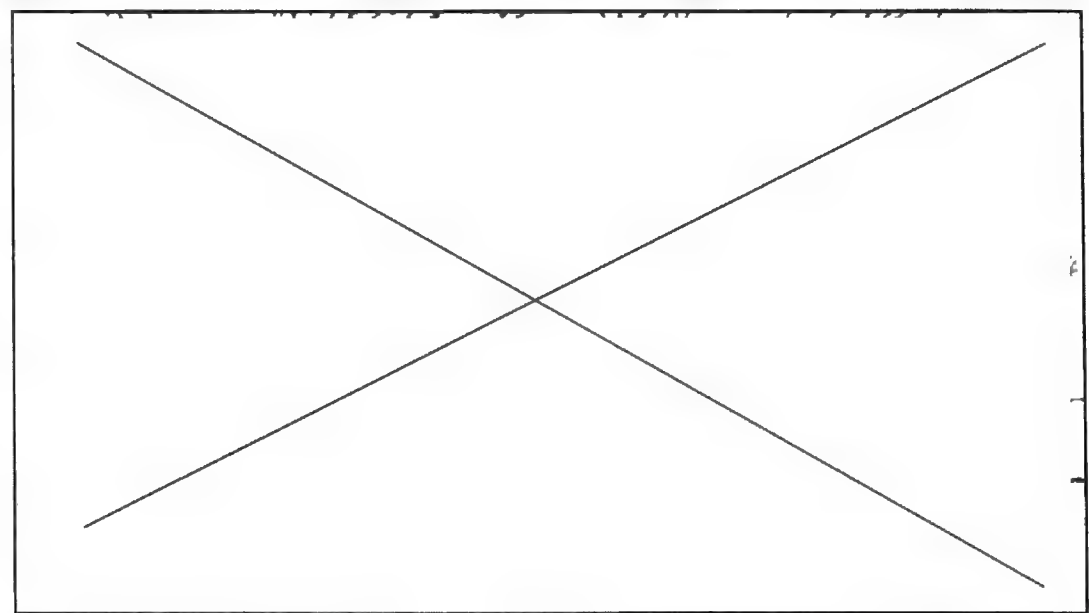


Page 142

Sc. 64 *CONT* Pnl. J Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>KKW</u> = ...OF THE POINT HERE, DAD.
Action:	
Timing:	

MAR 16 2016

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EPISODE #

Production :

1042 245

1042 245

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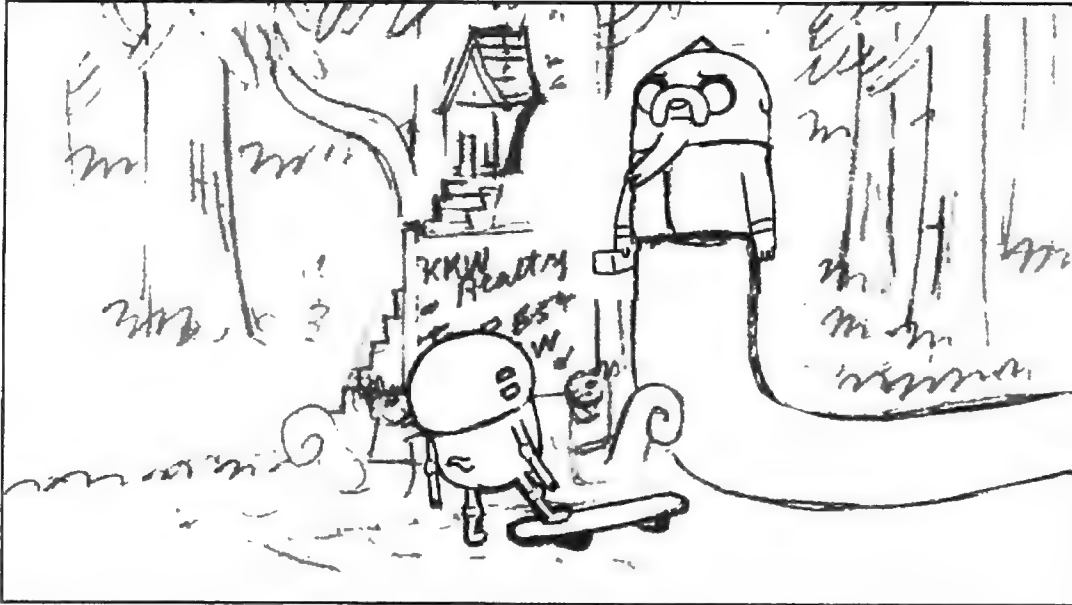


ADVENTURE TIME

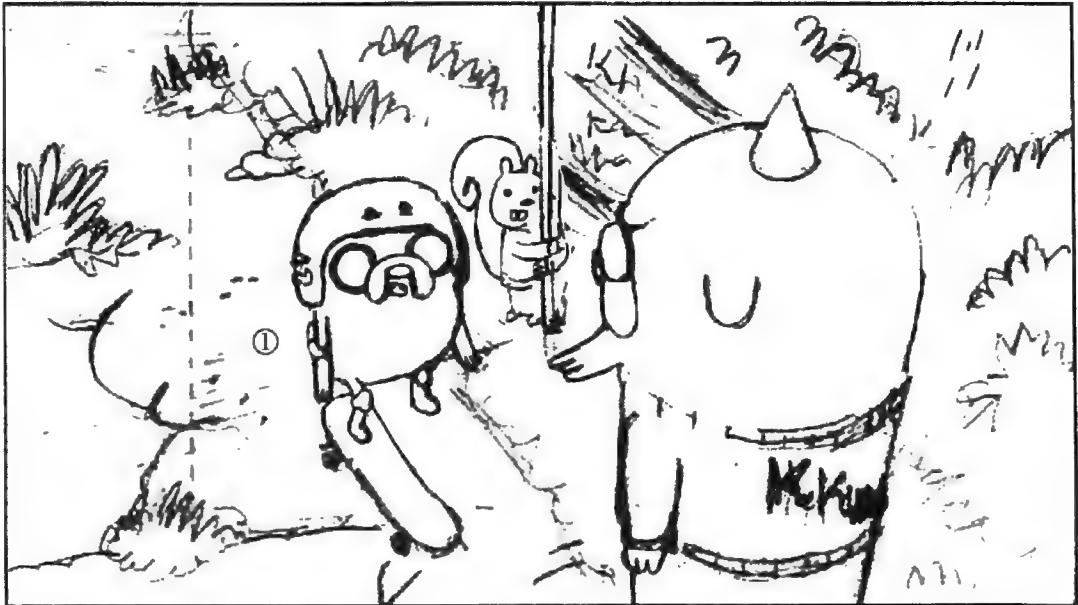



Page 143

Sc. 64 *cont* Pnl. K Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:	① PRETTY MUCH EVERYONE THINKS I'M GREAT, RIGHT?
Action:	 ②
Timing:	MAR : 6 2016

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Production :

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ADVENTURE TIME



Page 144

Sc. 66

Pnl. A

Bg.

day night



Sc. 67

Pnl. A

Bg.

day night



Dialog:	KKW : MAYBE STAY AWAY FROM MY DAUGHTER.	J: DON'T--
Action:	MAR 16 2016	
Timing:		

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Production :

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ADVENTURE TIME



Page 145

Sc. 67 cont

Pnl. B

Bg.

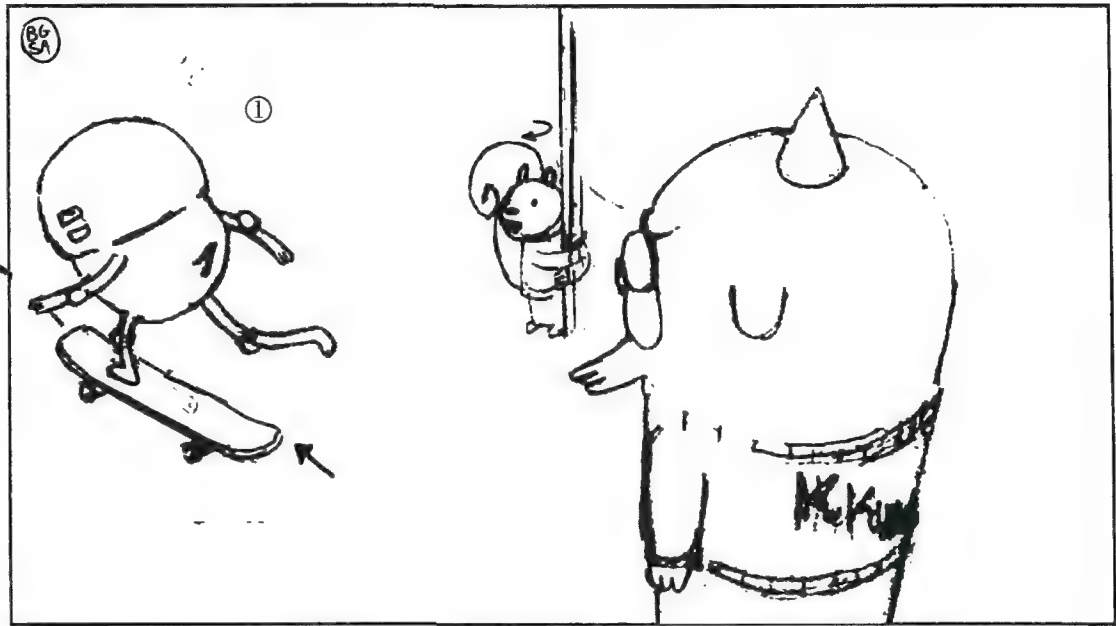
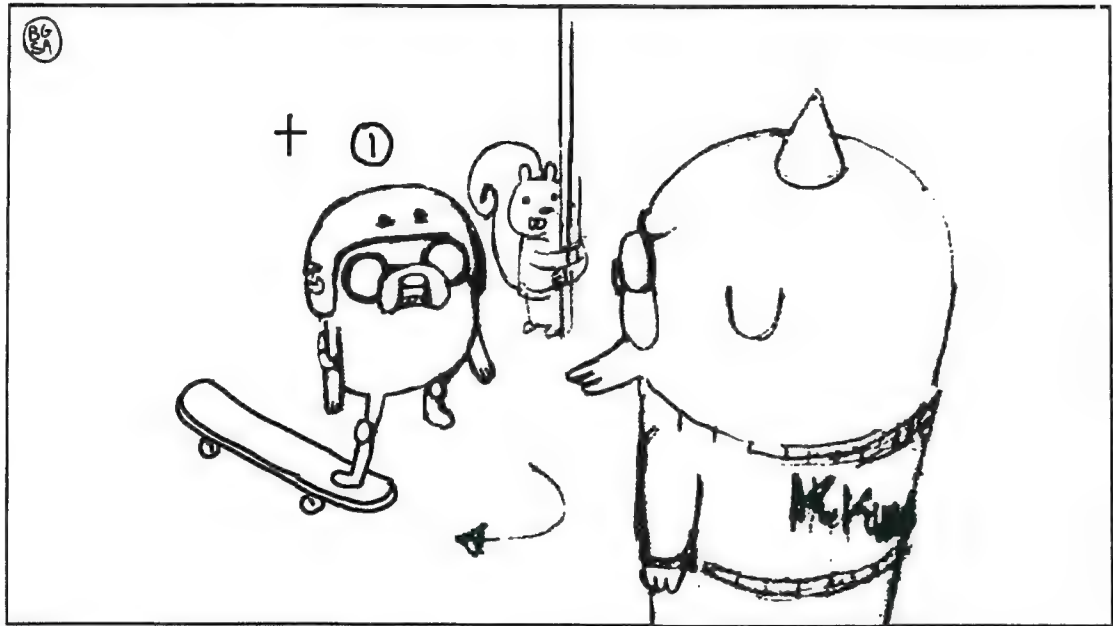
day night

Sc. 67 cont

Pnl. C

Bg.

day night



Dialog:	① -- WORRY, SON --				③ I WON'T REST UNTIL --	
Action:	②				④	
Timing:	③				④	
TURNS, AND SKATES OFF/S						
MAR 16 2016						

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Production : 1042-245

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# ADVENTURE TIME



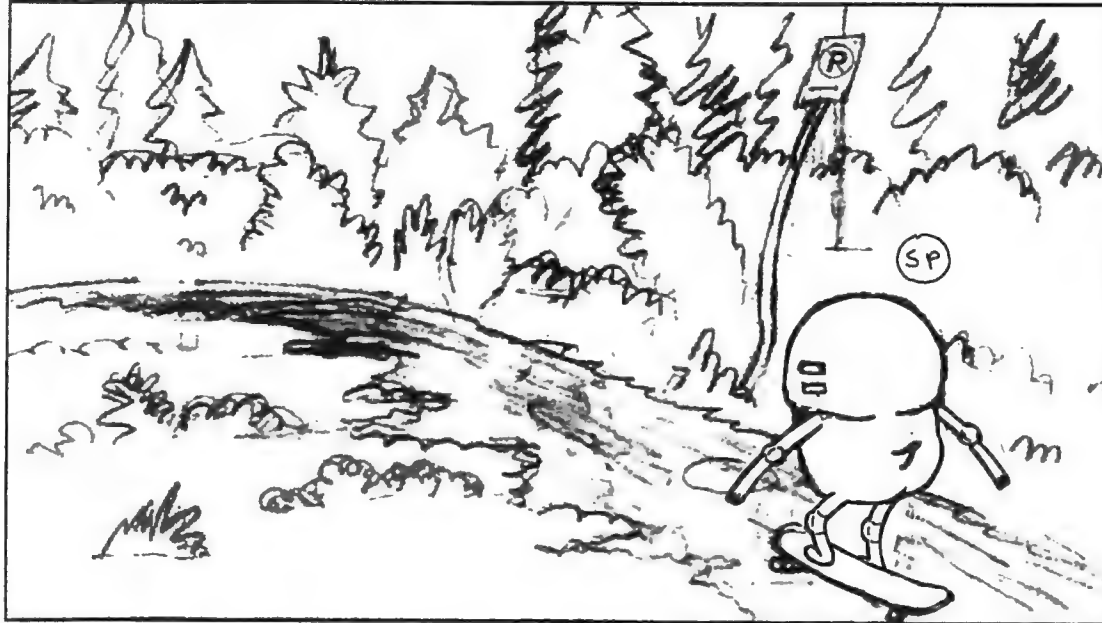
Page 146

Sc. 68

Pnl. A

Bg.

day night

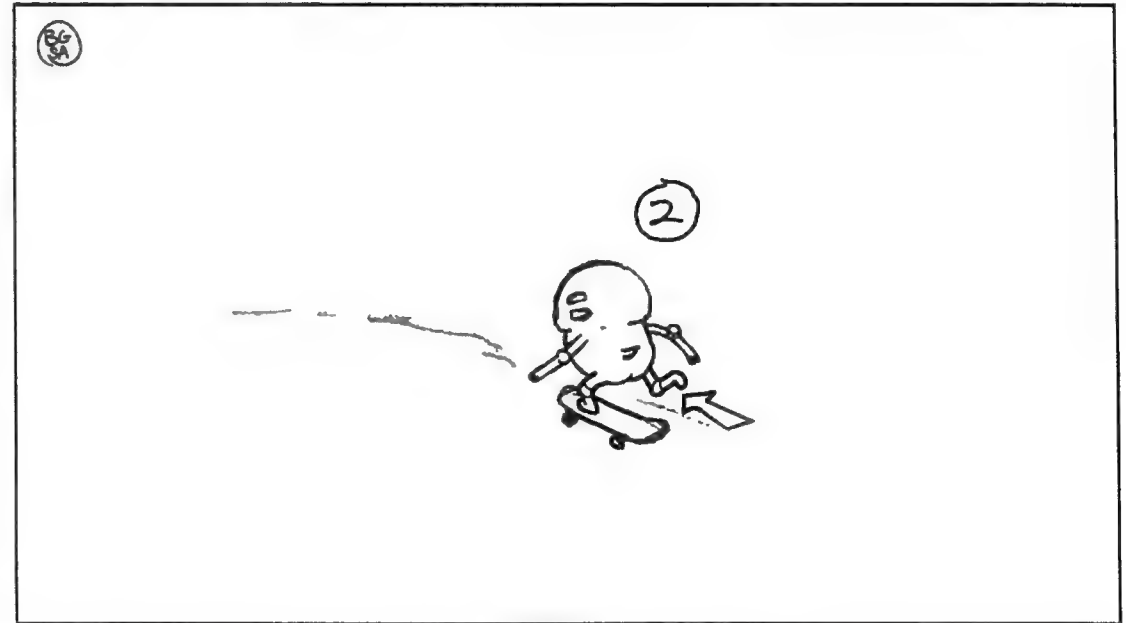


Sc. 68 *cont*

Pnl. B

Bg.

day night



Dialog:

J: -- BRONWYN REALIZES --

J: -- HOW COOL I AM!

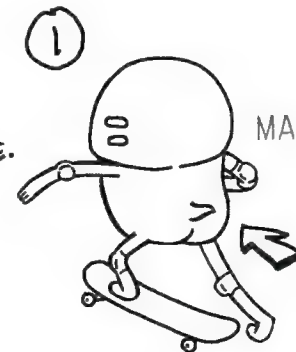
Action:

JAKE SKATES AWAY, ON A NARROW BIT OF OVERGROWN SIDEWALK.

- JAKE ROLLS FORWARD AT A SMOOTH, CONSISTANT PACE. NO JERKY MOVEMENTS.

Timing:

NOTE: NO HOLD ON THIS PNL. (SP) ONLY



1042-245

EPISODE #

4010 215

Production :

1042 245



ADVENTURE TIME

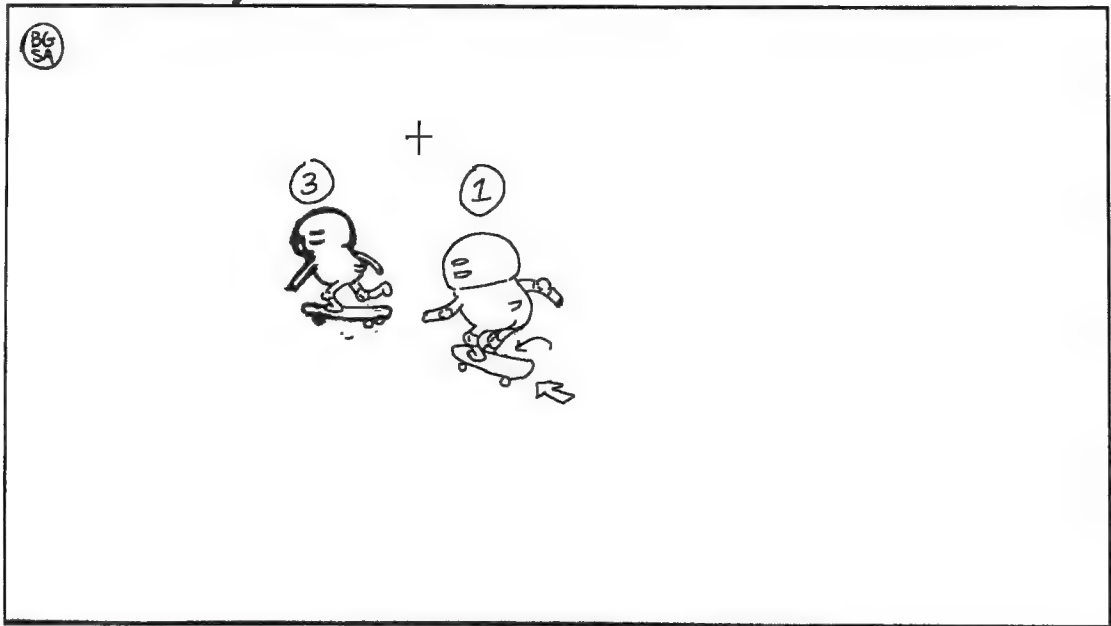


Sc. 68 *cont*

Pnl. C

Bg.

day night



Sc. 69

Pnl. A

Bg.

day night

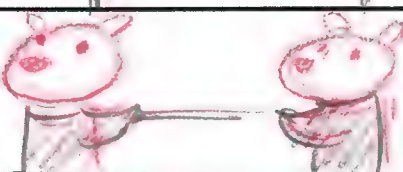


Dialog:

KKW: BUT WHAT ABOUT? - - -

Action:

2 +



Timing:

(A1)

MAR 16 2016

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Production :

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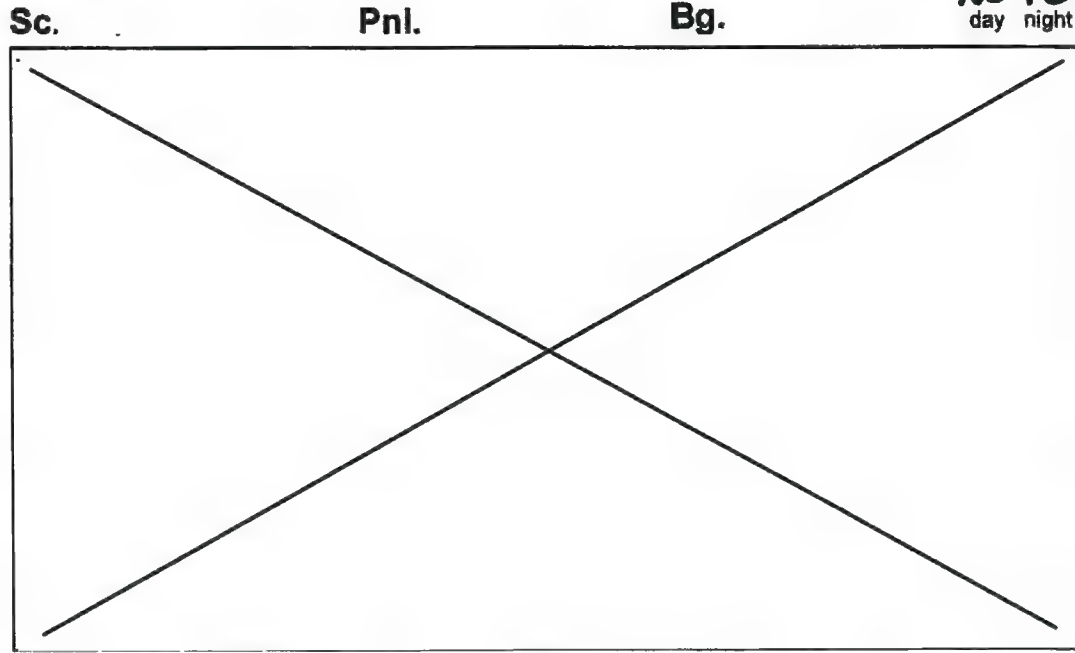
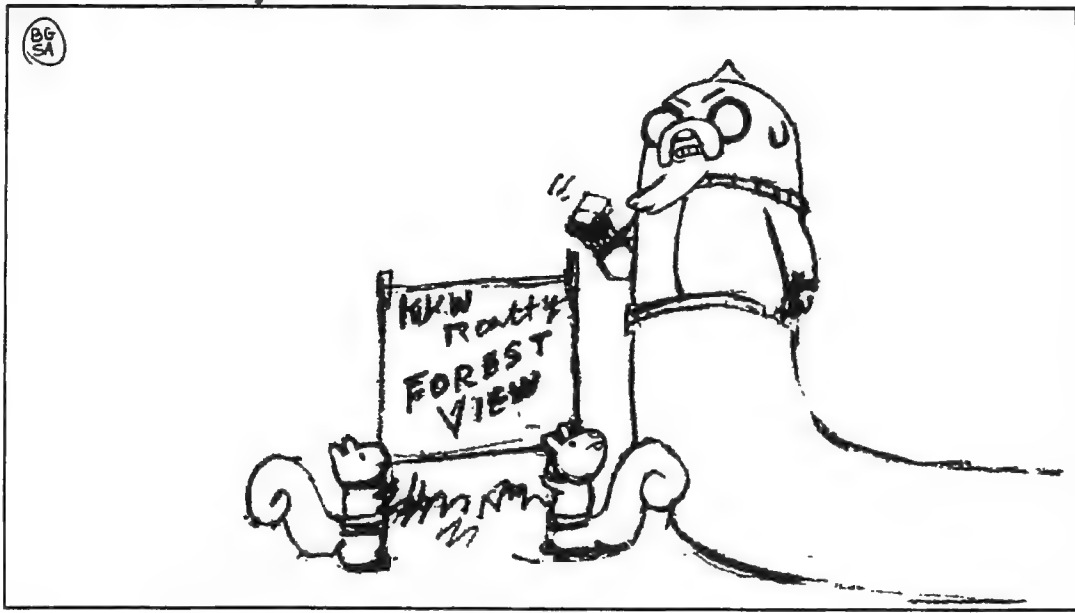


ADVENTURE TIME



Page 148  
NO PG 149  
day night

Sc. 69 *cont* Pnl. B Bg. day night



Dialog:	<u>KKW</u> = <u>GRRR!</u> <u>DAAAD.</u>
Action:	- KKW SHAKES BRICK MENACINGLY.
Timing:	

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Production :

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ADVENTURE TIME



Page 150

Sc. 70

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

day night



BEAR: (o.s.) I GOT DIS! I GOT DIS!!

(GANG) YA WOO!

CAMERA PANS DOWN TO TEENS  
ON RAMP.

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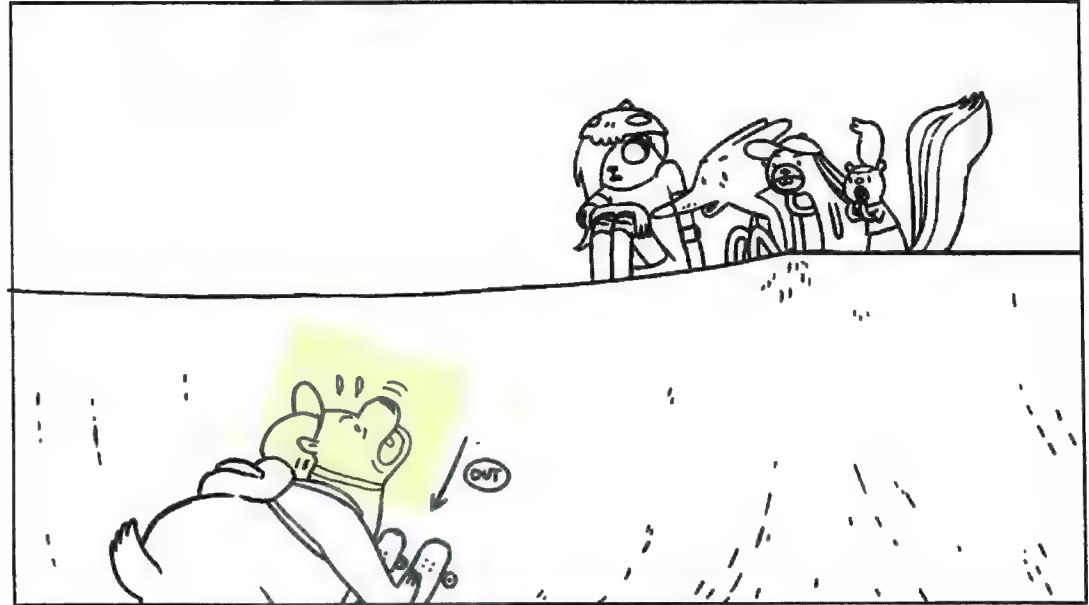
Page 151

Sc. 70 *cont* Pnl. B Bg. day night



Dialog:	(B) AAAAAA!
Action:	(TEEN BEAR ROLLS UP RAMP, BUT COMES UP SHORT OF TOP)
Timing:	

Sc. 70 *cont* Pnl. C Bg. day night



Dialog:	(B) OH GLOB!! I DON'T!
Action:	(TB) ROLLS BACK DOWN + OUT.
Timing:	

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EPISODE #

1042 245

Production :

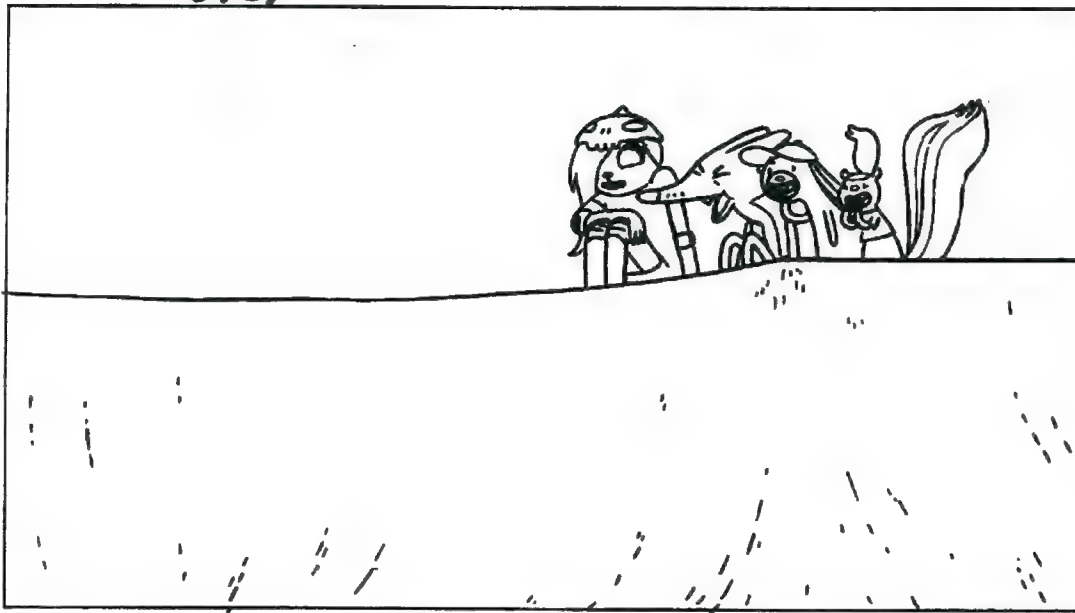
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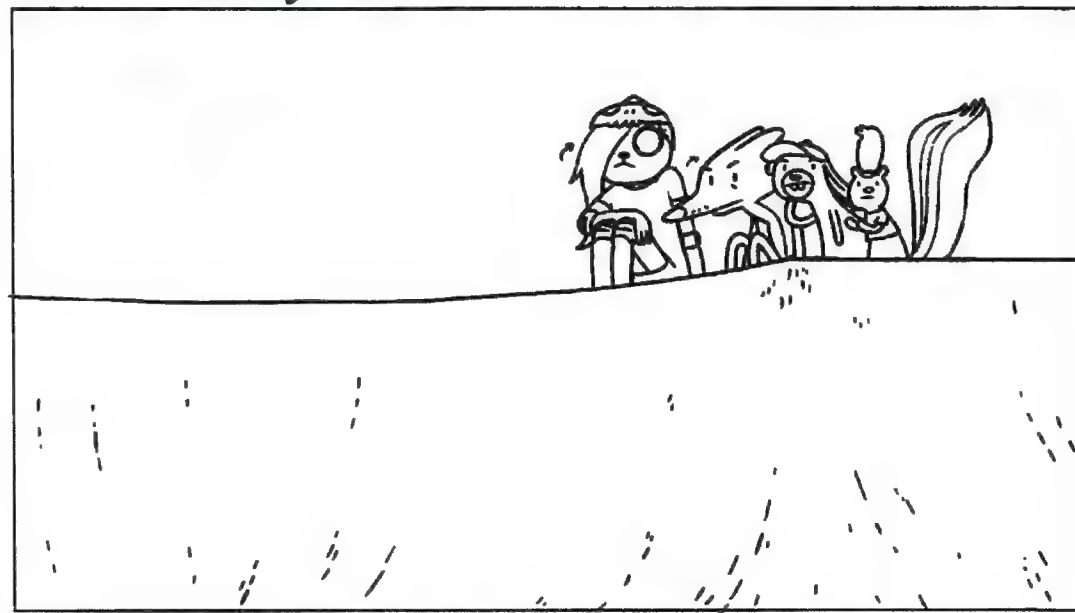


Sc. 70 *cont* Pnl. D Bg. day night



Dialog:	(GANG) [LAUGHING]	⑤ (os.) FELLOW DUDES!
Action:	- TEEN ANIMALS LOOK UP.	
Timing:	MAR 16 2016	

Sc. 70 *cont* Pnl. E Bg. day night



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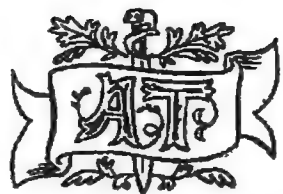
Production :

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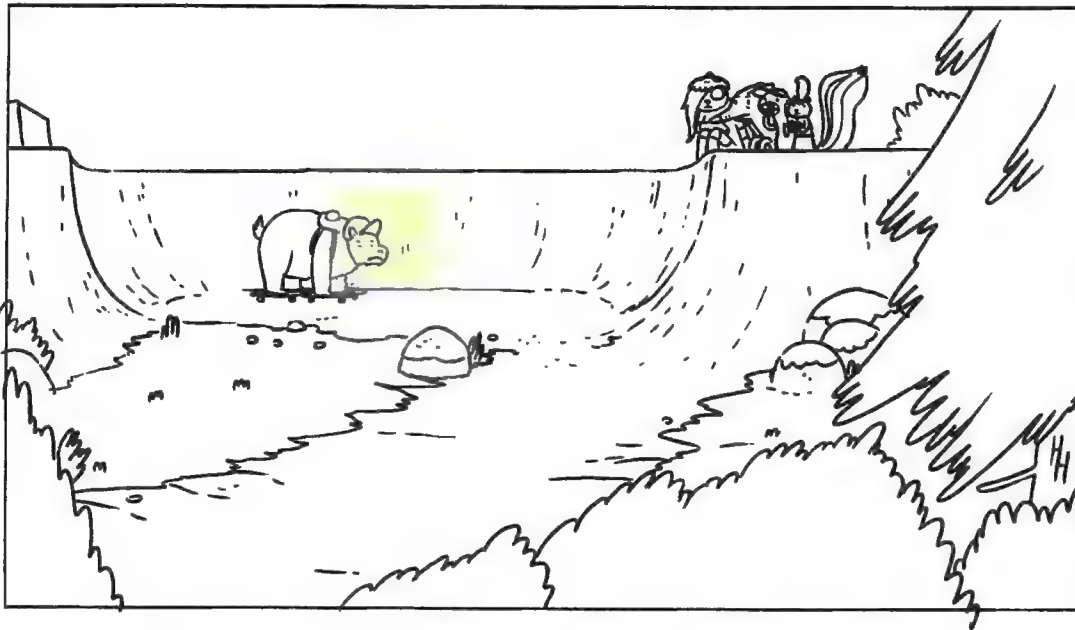
1042 245

ADVENTURE TIME

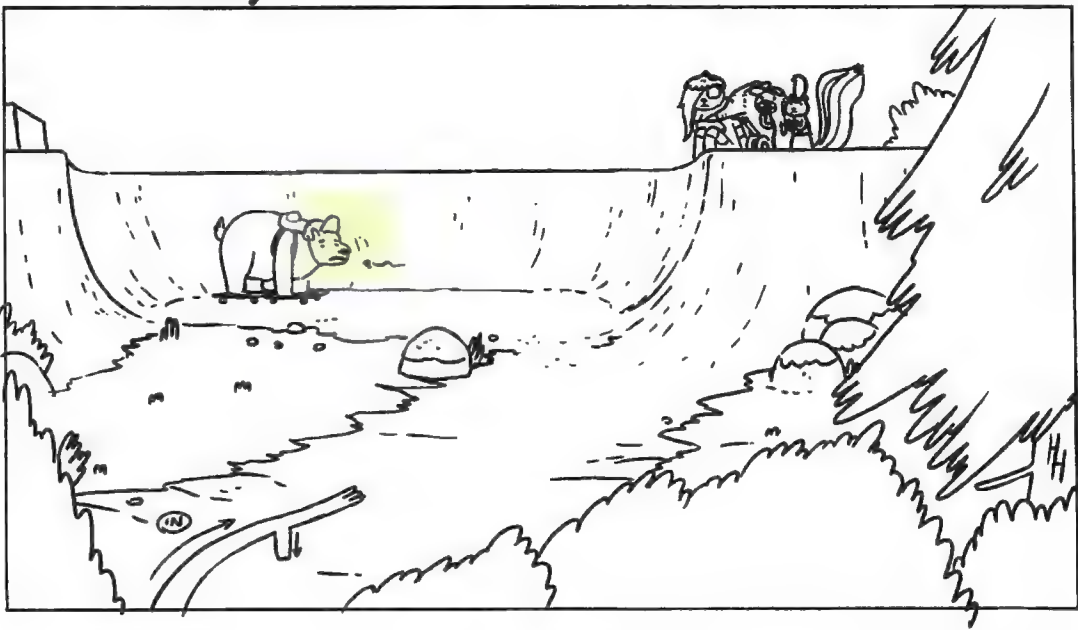


Page 153

Sc. 71 Pnl. A Bg. day night



Sc. 71 *cont* Pnl. B Bg. day night



Dialog:	
Action:	- BEAR ROLLS BACKWARDS.  JAKE'S ARM COMES <b>IN</b> MAKING A RAIL  MAR 16 2016
Timing:	

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Production :

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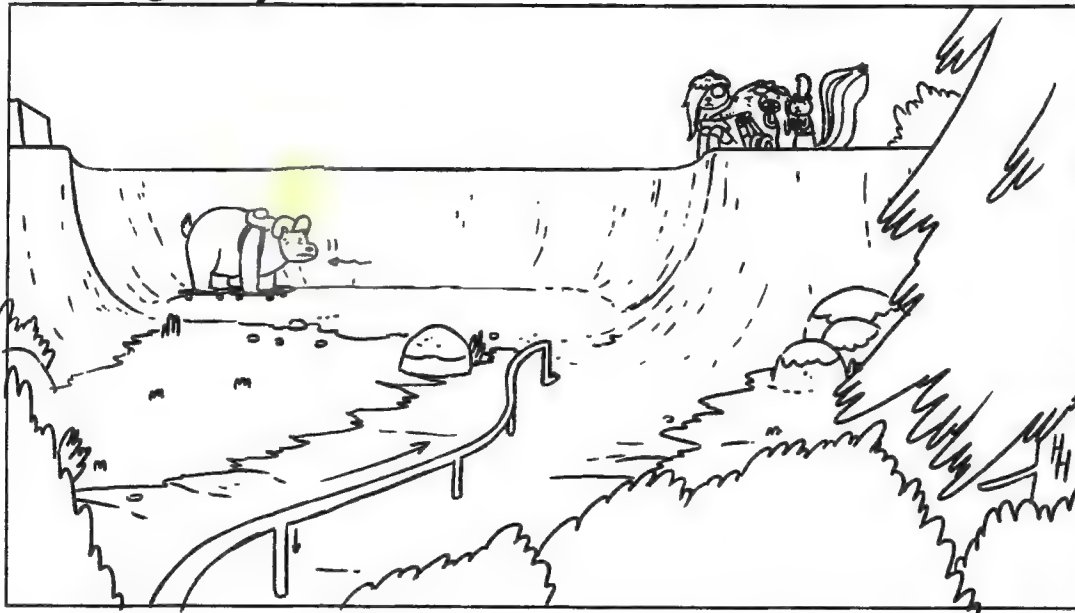
1042 245



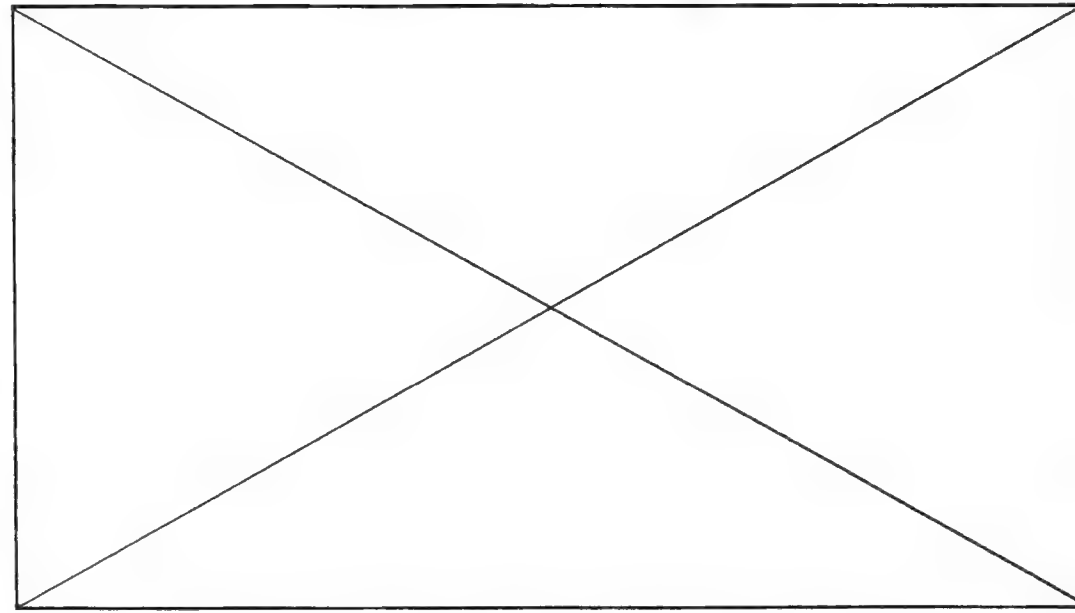
ADVENTURE TIME



Sc. 71 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>FOX!</u> OLD CHEESEBALLS IS BACK.
Action:	
Timing:	

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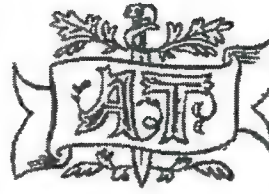
Production :

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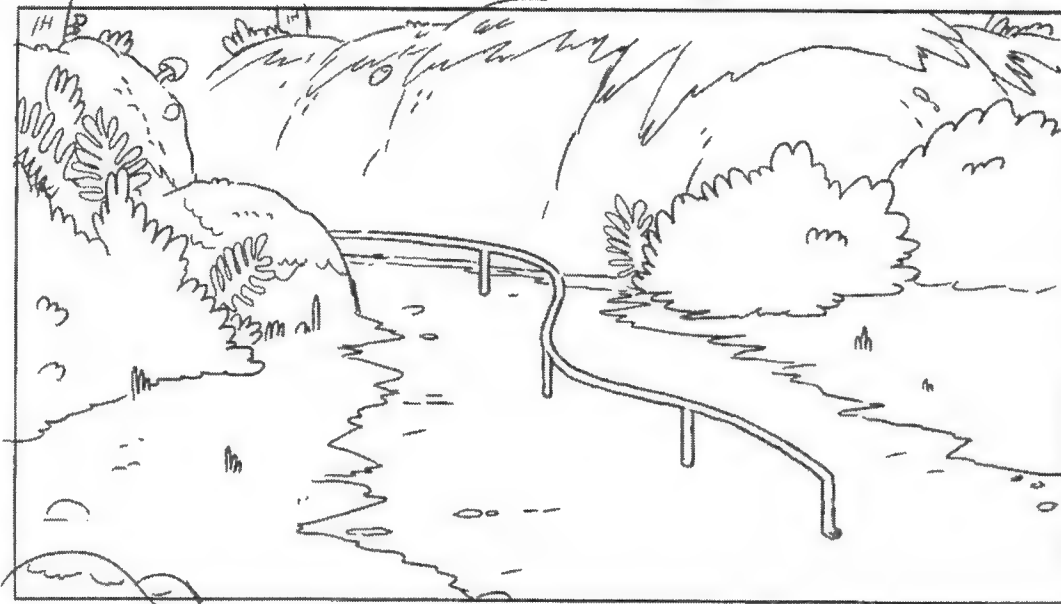
1042 245

# ADVENTURE TIME

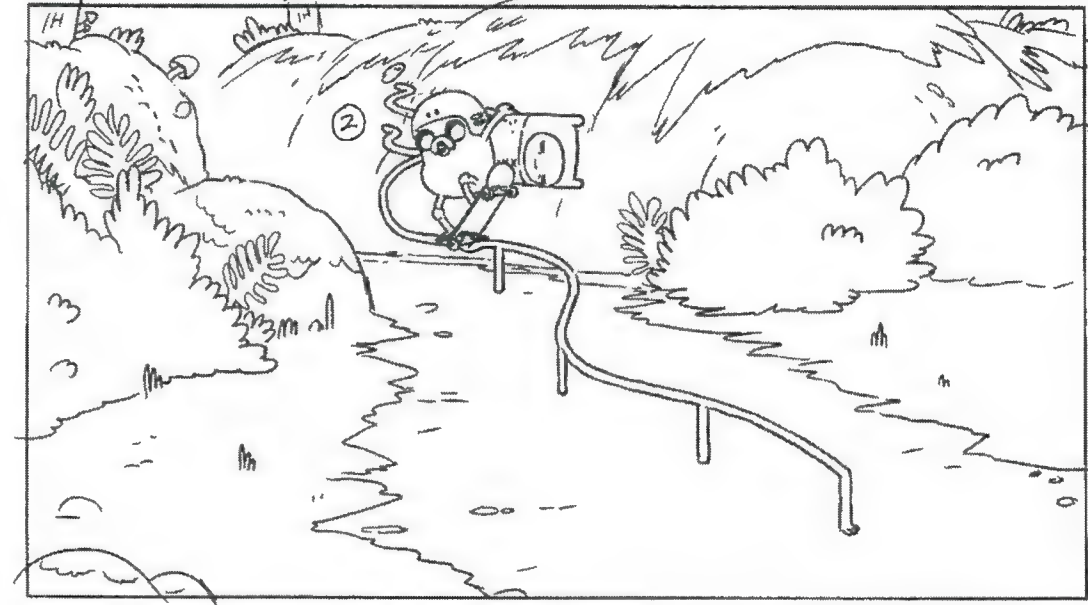


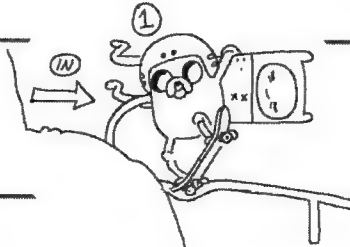
Page 154A

Sc. 72 Pnl. A Bg. day night



Sc. 72 *cont* Pnl. B Bg. day night



Dialog:	
Action:	 <p>① GRINDS IN FROM BEHIND ROCK ON SKATEBOARD, WITH SLEEPING FINN UNDER ARM.</p> <p>MAR 16 2016</p>
Timing:	<p>NOTE: JAKE KEEPS STEADY/CONSISTANT FORWARD MOMENTUM ACROSS 'ARM RAIL'.</p>

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Production :

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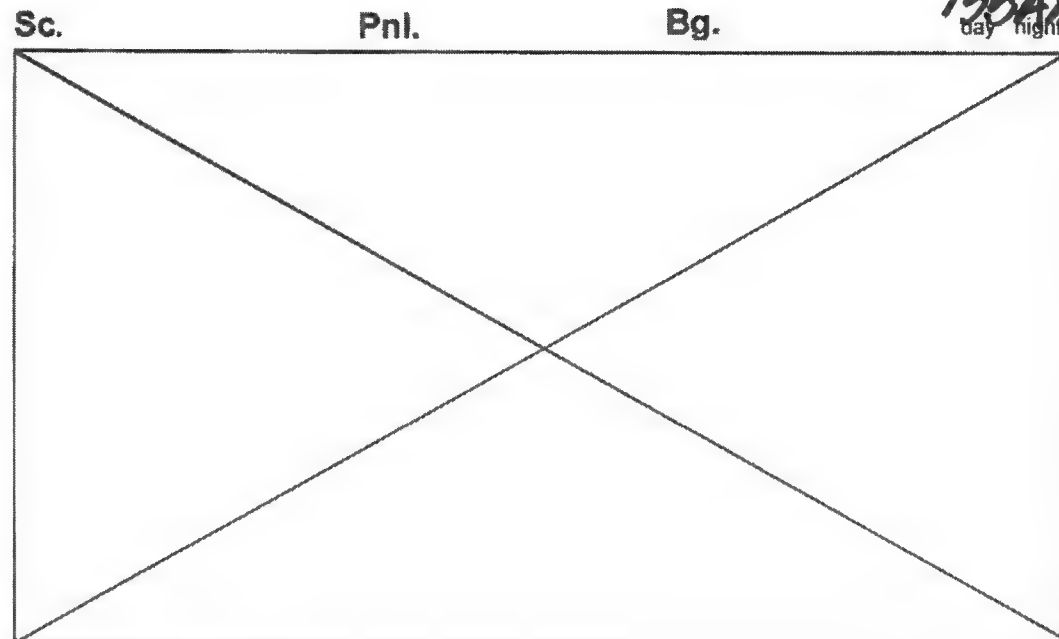
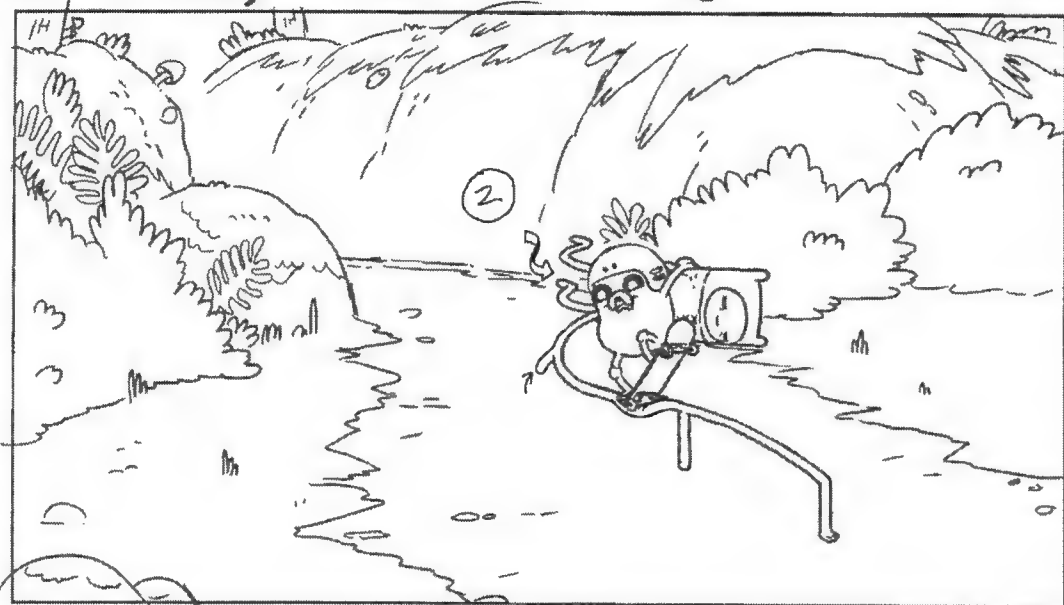
# ADVENTURE TIME



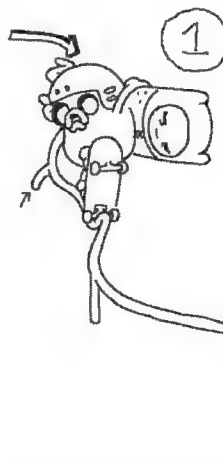
Page 155

155A NEXT  
day night

Sc. 72 *CONT* Pnl. C Bg. day night



Dialog:	(QUIET) ⑤ OW OW OW OW OW OW OW!!
Action:	⑤ GRINDS OWN 'ARM RAIL', RETRACTING IT AS HE CLEARS IT. "5-0 GRIND"
Timing:	



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# ADVENTURE TIME



Page 155A

156 Next  
day night

Sc. 72 *cont* Pnl. D

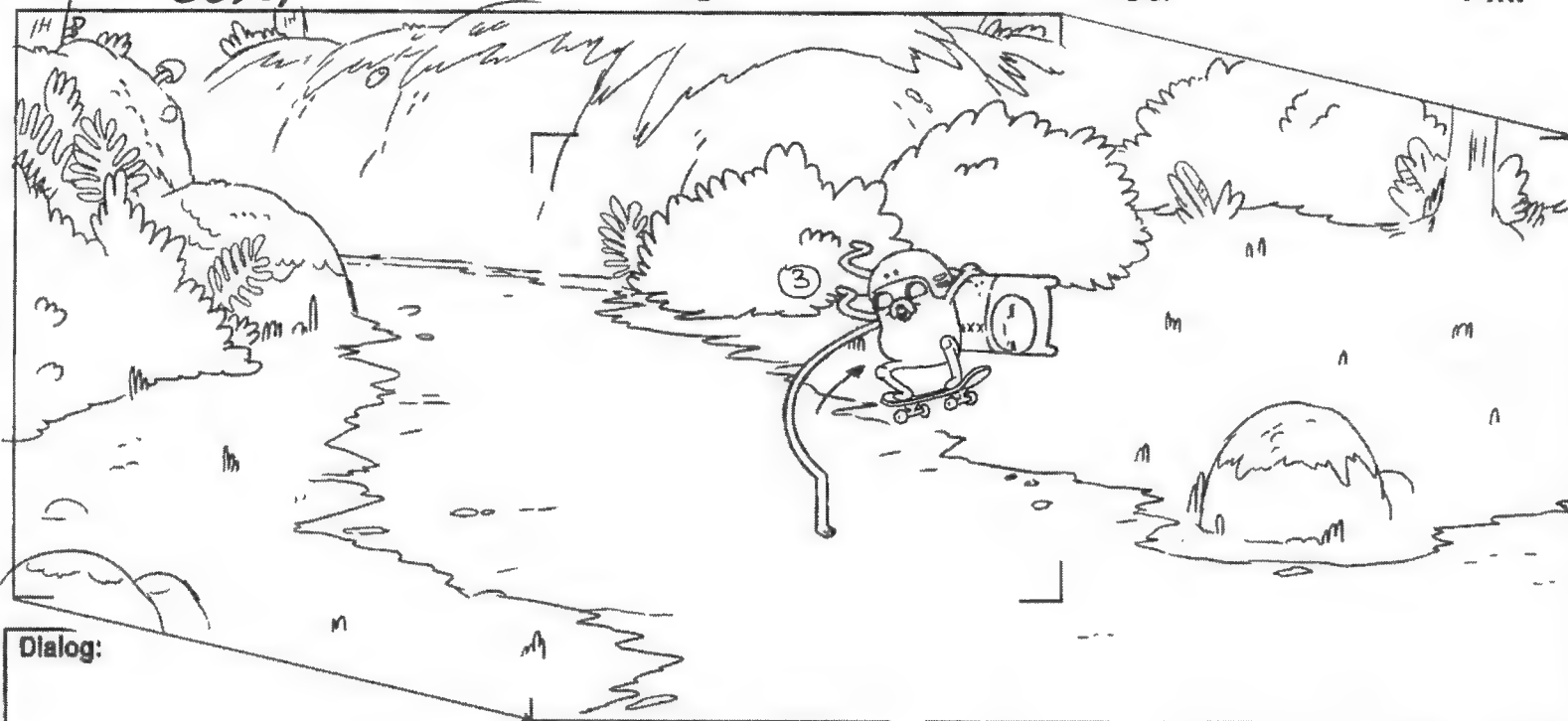
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

③ GRINDS OWN 'ARM RAIL', RETRACTING IT AS HE CLEARS IT.

"5-0 GRIND"

Timing:



③ CHECK IT OUT, KIDZ --

CAMERA PANS WITH JAKE'S DISMOUNT

MAR 6 2016

Production :

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ADVENTURE TIME



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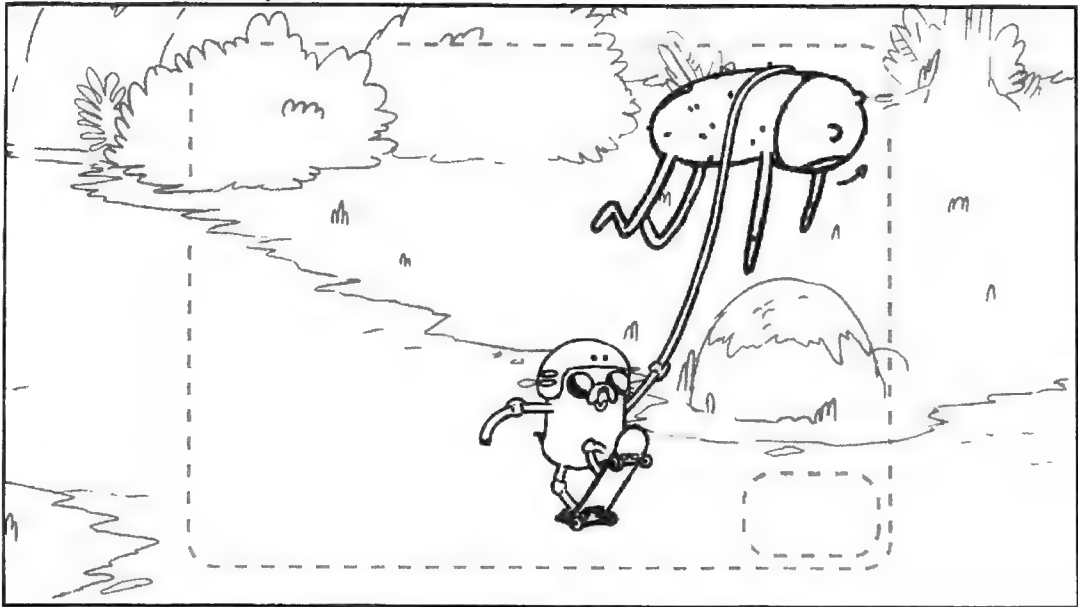
156 NEXT  
day night

Sc. 72 *cont*

Pnl. E

Bg.

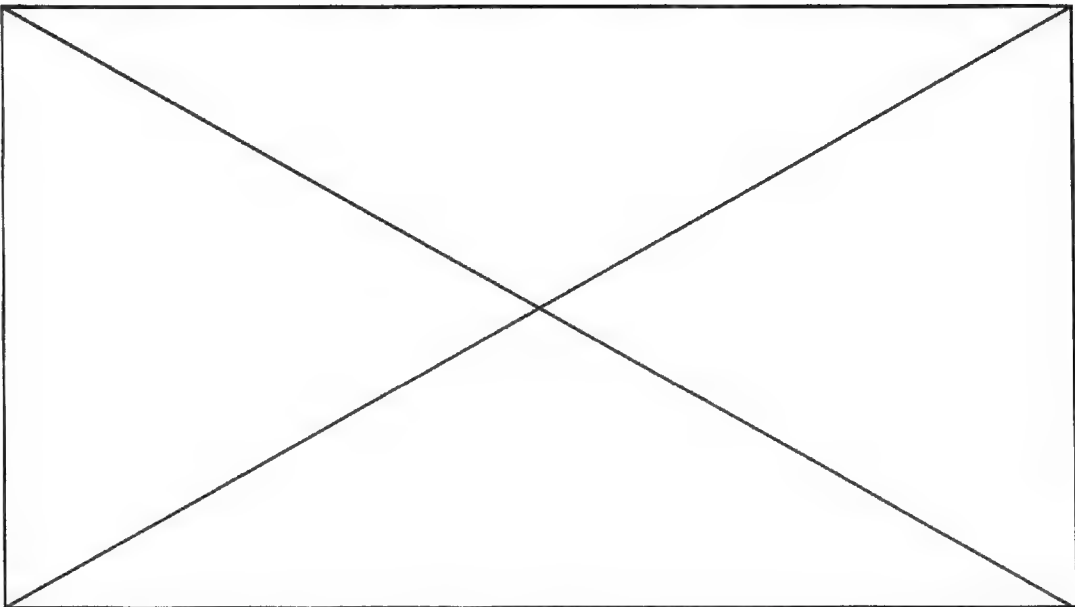
day night



Sc.

Pnl.

Bg.



Dialog:

① I BROUGHT MY ROOMMATE... -

Action:

MAR 16 2016

Timing:

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Production :

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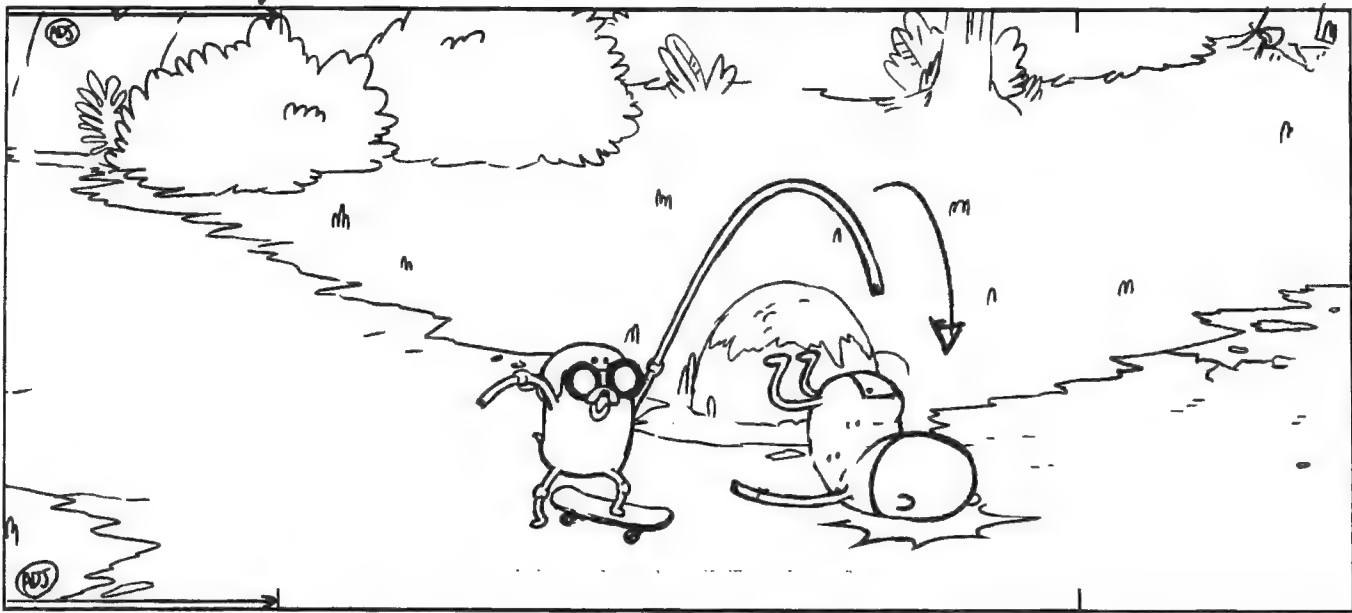


ADVENTURE TIME



Page 156A  
157 NEXT

Sc. 72 *cont* Pnl. F Bg. day night



Dialog:	③ HE'S SEVENTEEN! <u>SFX:</u> *WHUMP *
Action:	① PAN WITH FINN BEING SLAMMED
Timing:	

MAR 15 2016

EPISODE # 1042-245

Production :

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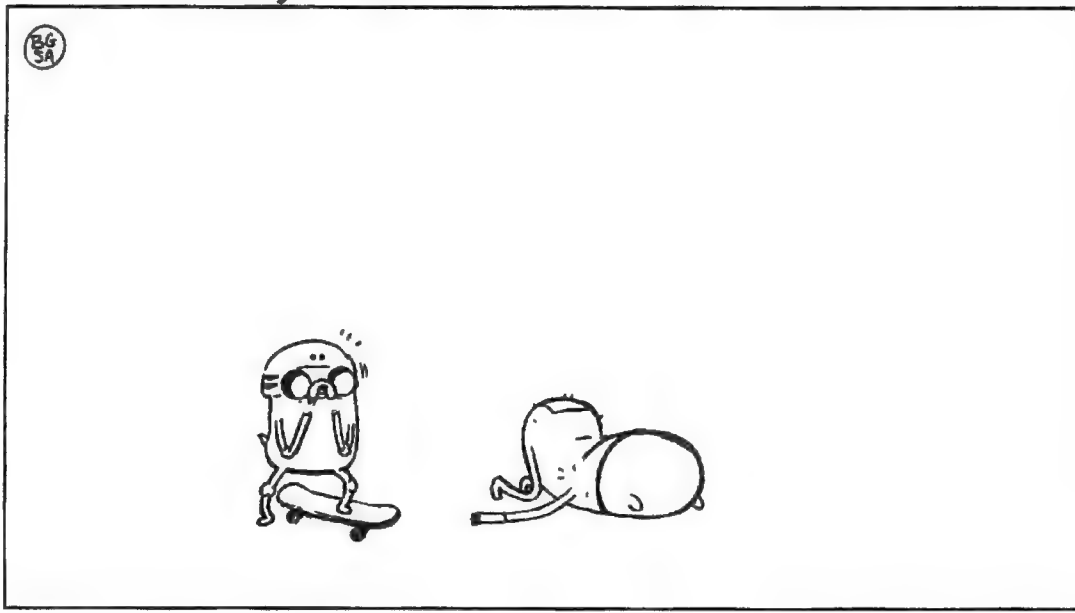
ADVENTURE TIME



Sc. 72 *CONT* Pnl. G

Bg.

day night

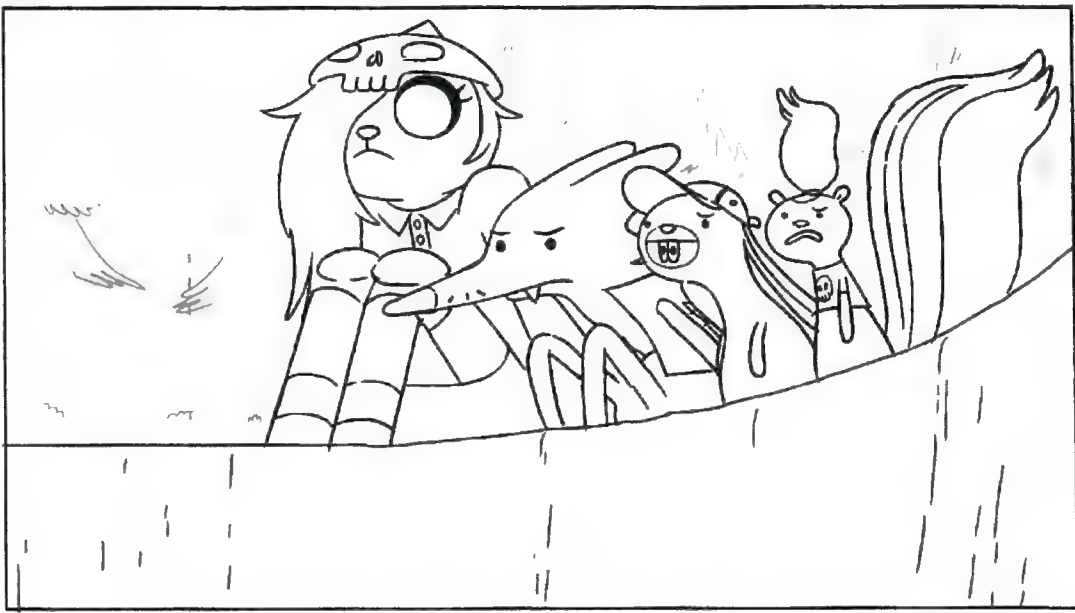


Sc. 73

Pnl. A

Bg.

day night



Dialog:

ⓕ [zzzz]

J: OH...

SKUNK: THAT'S SO OLD!

Action:

MAR 16 2016

Timing:

EPISODE #

Production :

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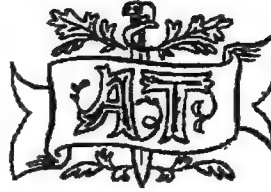
1042 245

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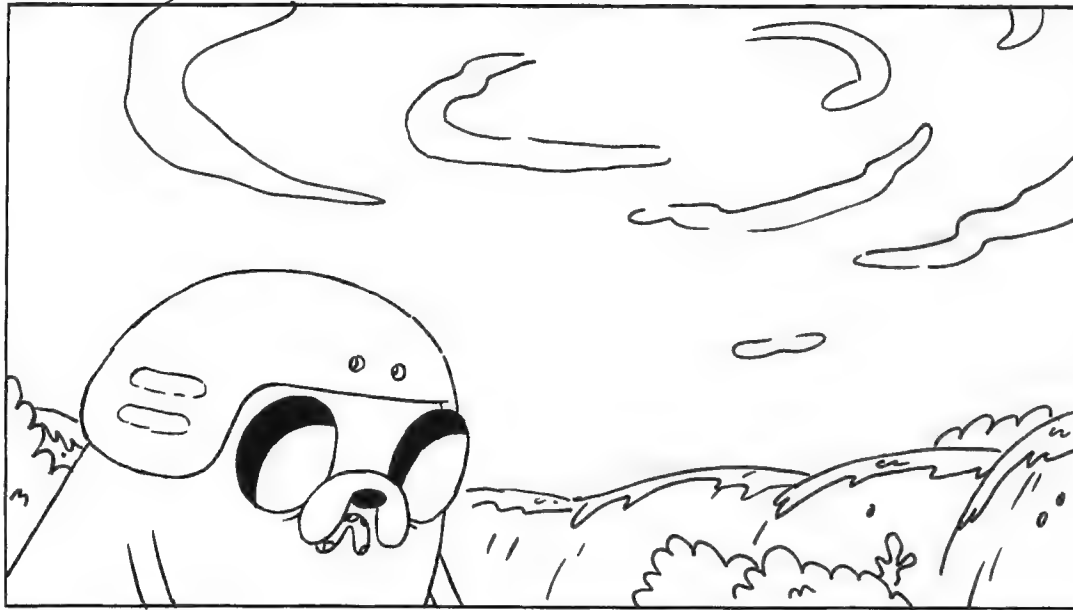
Page 158

Sc. 74

Pnl. A

Bg.

day night

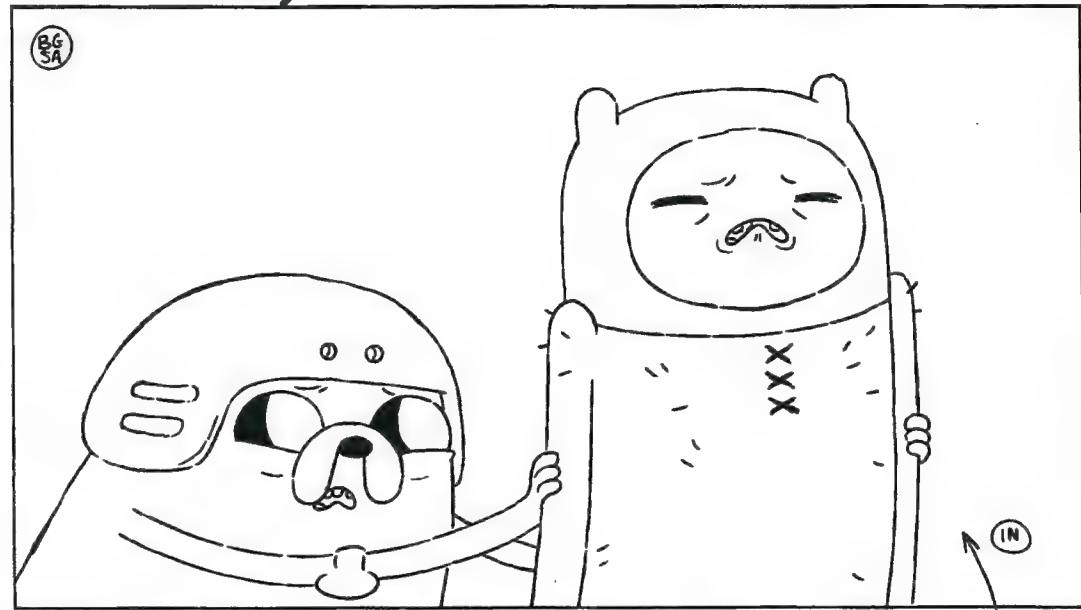


Sc. 74 *cont*

Pnl. B

Bg.

day night



Dialog:

- ③ DO SOMETHING COOL
- ④ WHH?  
(GROGGY)

Action:

- ⑤ PULLS/PICKS UP FINN.

MAR 16 2016

Timing:

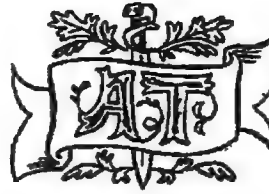
EPISODE # 1042-245

Production :

1042 245

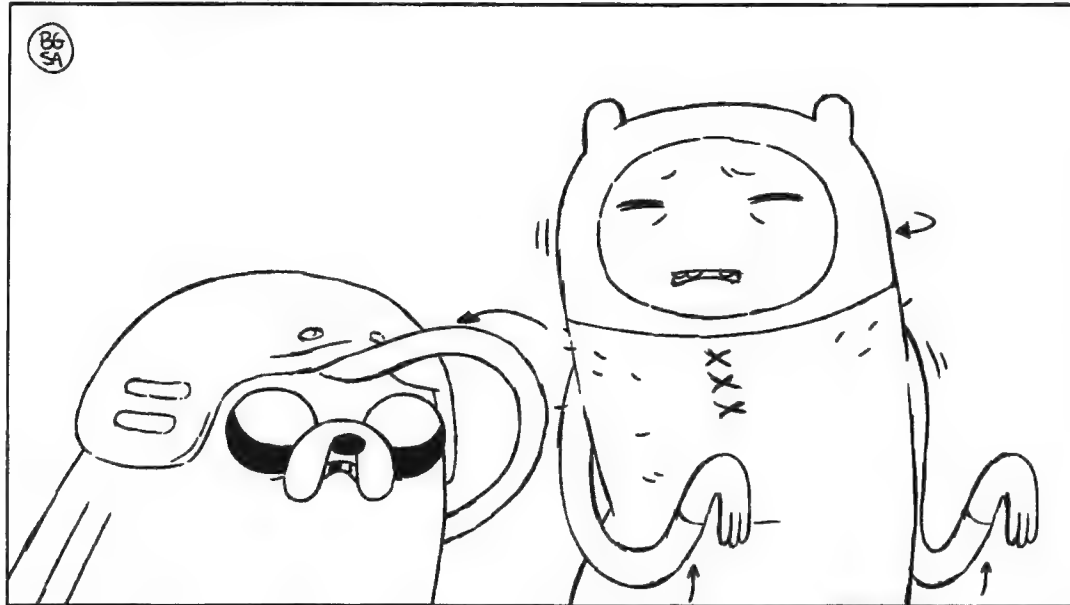
1042 245

# ADVENTURE TIME



Page 159

Sc. 74 *cont* Pnl. C Bg. day night



Sc. 74 *cont* Pnl. D Bg. day night



Dialog:

③ (QUICKLY) HERE, PLAY YOUR FLUTE. KIDS LOVE FLUTE.

④ EH?

SFX: \* THOOMP! \*

Action:

③ REACHES UNDER FLESH HELMET  
FINN WOBBLES SLEEPILY

③ PULLS OUT FINN'S FLUTE AND JAMS IT IN  
④'S MOUTH

Timing:

MAR 16 2016

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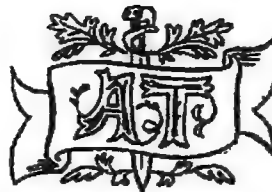
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Production :

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ADVENTURE TIME



Page 160

Sc. 75

Pnl. A

Bg.

day night



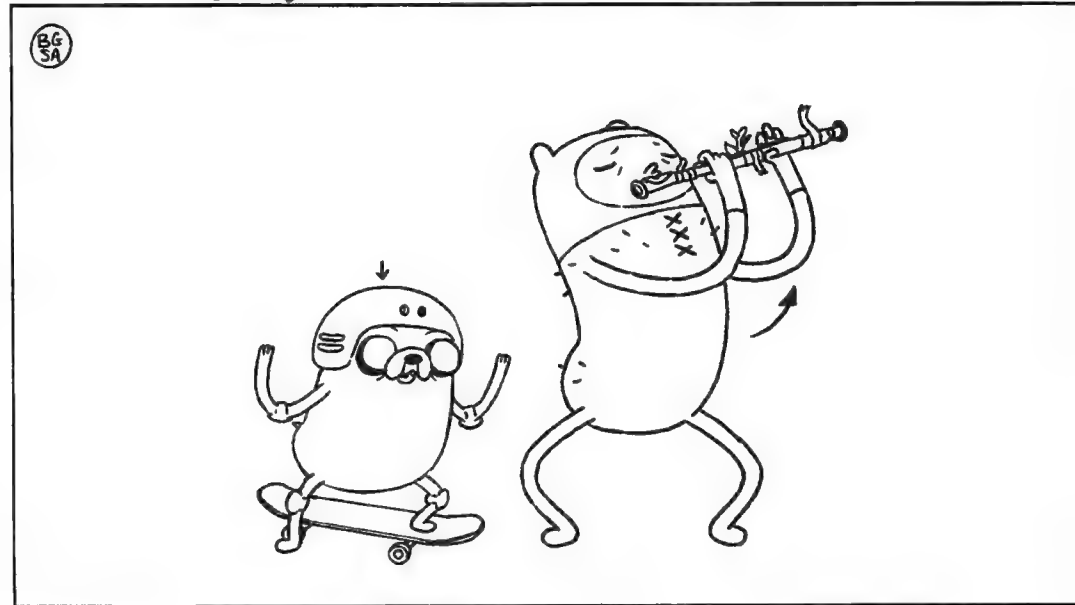
Sc. 75

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: \* WIND THROUGH FLUTE \*

SFX: \* FLUTE \*

Action:

- FINN STANDS FOR A MOMENT, SORTA PROCESSING SITUATION
- JAKE IS PANICKED



- FINN STARTS PLAYING FLUTE
- JAKE IS PLEASED

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Timing:

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161A NEXT

Sc. 76

Pnl. A

Bg.

day night

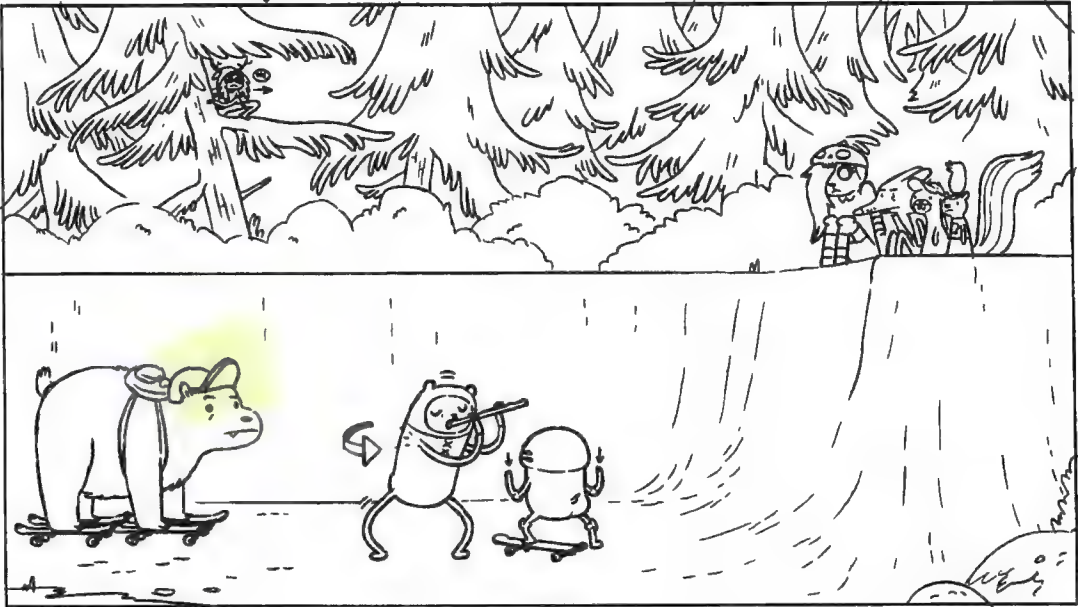


Sc. 76 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: \*FWTE\*

Action:

- HUNTRESS WIZARD APPEARS UP IN TREE

MAR 16 2016

Timing:

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Production :

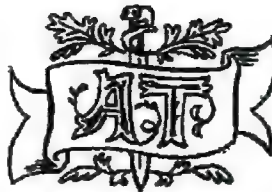
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# ADVENTURE TIME



Page 161A

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Sc. 77

Pnl. A

Bg.

day night



Sc. 77 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: \*FWTE\*

Action:

- HUNTRESS WIZARD EXITS

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Timing:

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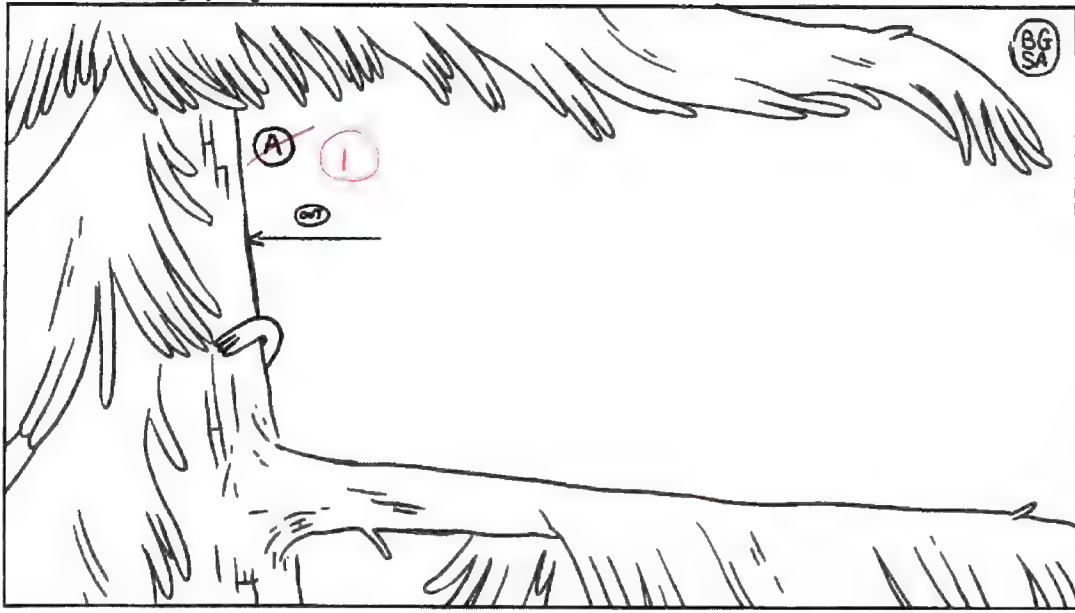
Production :

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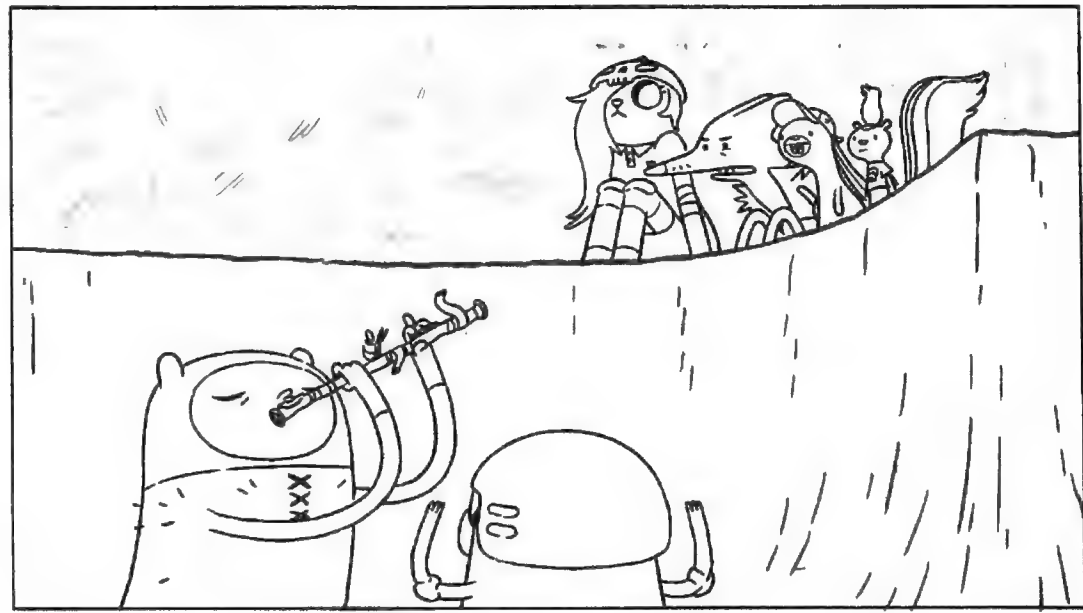
ADVENTURE TIME



Sc. 77 *CONT* Pnl. C Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

SFX: \*FLUTE\*

(FOX) UGH. IS THAT SOLD FLUTE?

Action:

Timing:



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Production :

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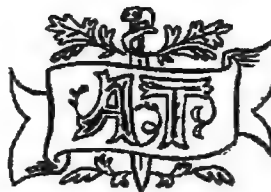
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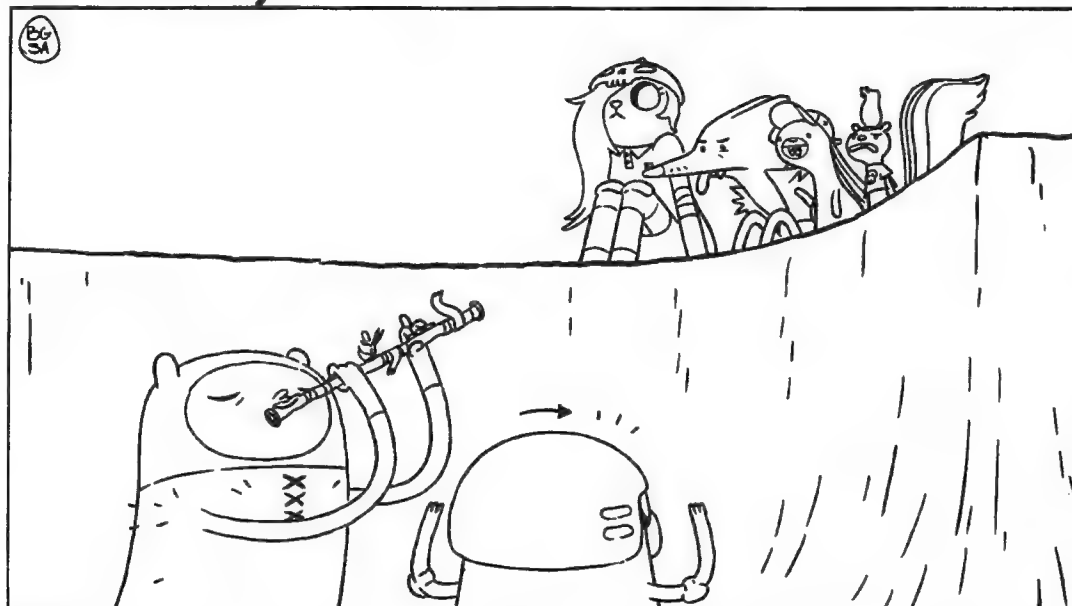
1042 245

# ADVENTURE TIME

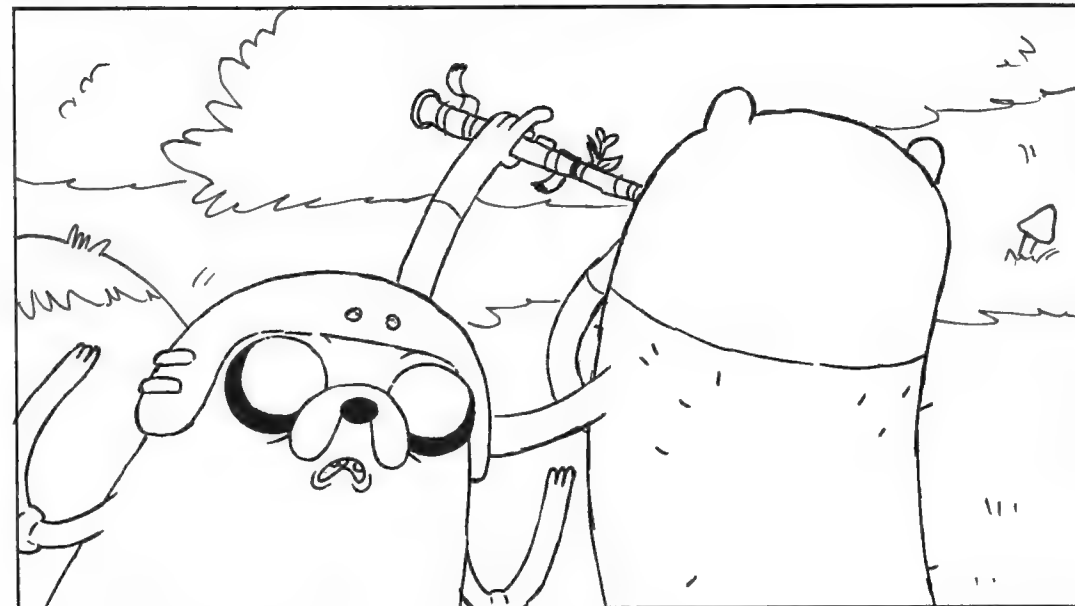


Page 163

Sc. 78 *CONT* Pnl. B Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

FOX: YO, THAT STINKS NASTY.

ANIMALS: BOOO  
SFX:

[FINN CONT. FLUTE PLAYING]

ⓐ UH-OH, KIDS HATE FLUTE!

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 79 *cont* Pnl. B Bg. day night

Dialog:

① J: BUT ... THEY LOVE MASH-UPS...  
[FINN CONT. FLUTE PLAYING]

Action:

Timing:

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Production :

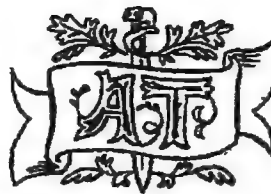
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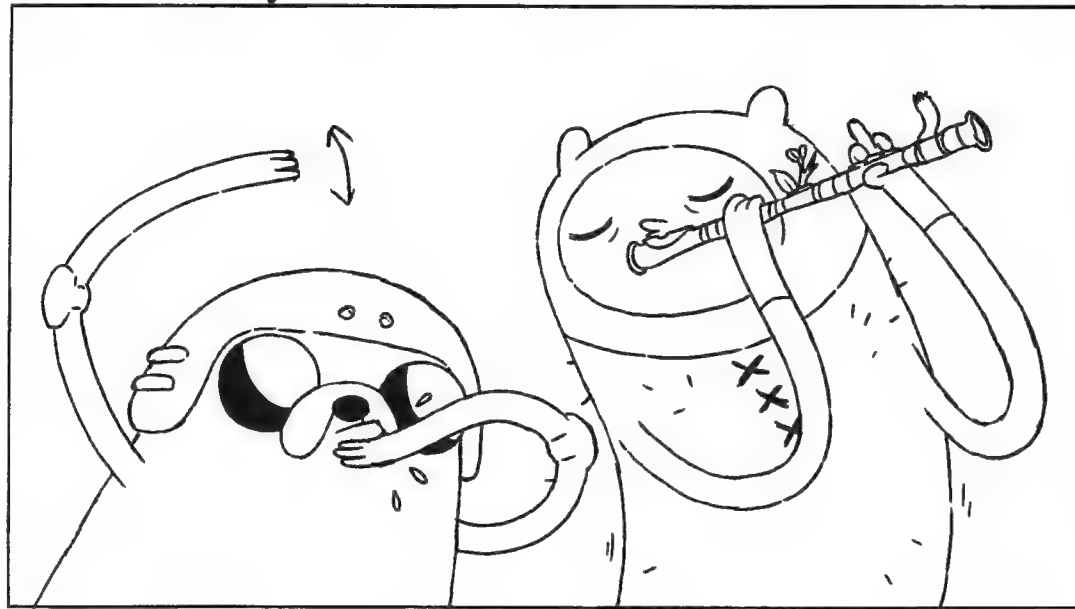


Page 164

Sc. 79 *CONT* Pnl. C

Bg.

day night



Sc. 80

Pnl. A

Bg.

day night



Dialog:

③ [BEATBOXING]

— SFX: \*FLUTE\* —

Fox: WHOA...

Action:

- JAKE STARTS BEATBOXING WITH FINN'S FLUTE  
PLAYING.

MAR 1 & 2016

Timing:

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Production :

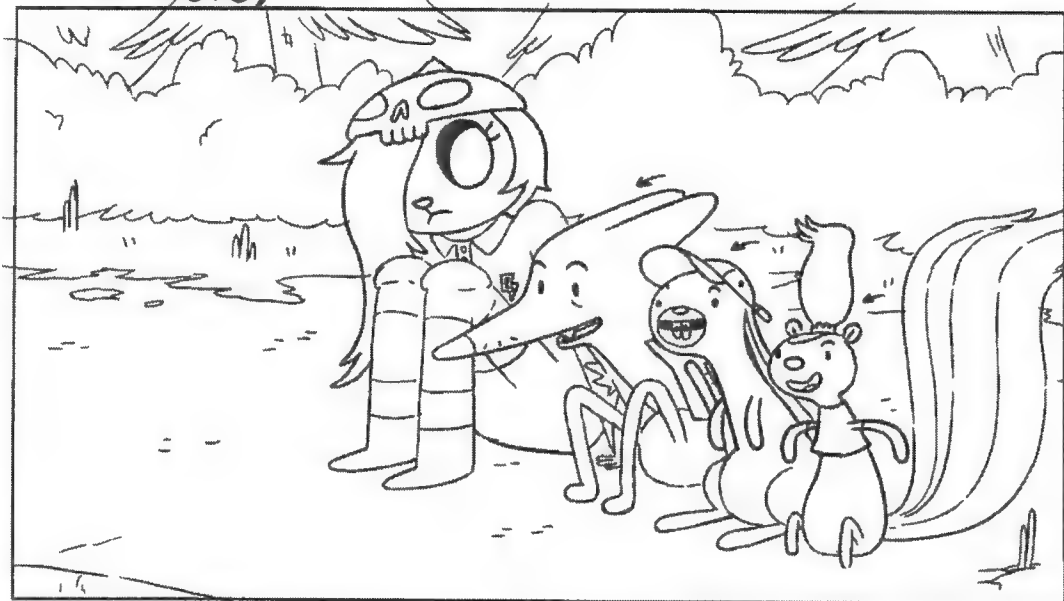
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# ADVENTURE TIME

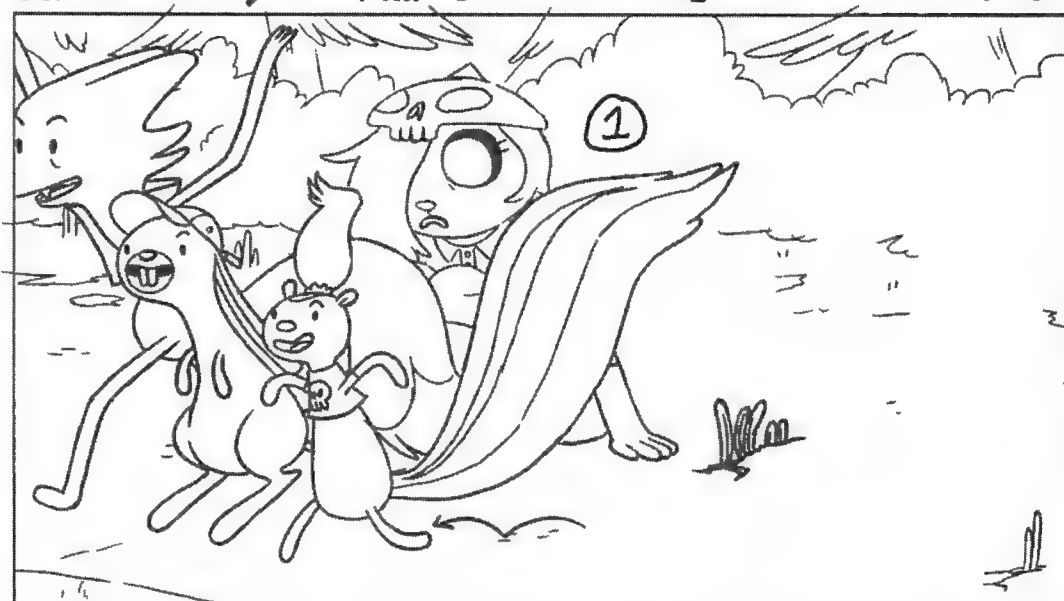


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Sc. 80 *CONT* Pnl. B Bg. day night



Sc. 80 *CONT* Pnl. C Bg. day night



<p>Dialog: <u>FOX</u> : GWAMPA IS TURNIN IT <u>UP</u>!          (ALT: THROWIN IT DOWN?!)          ③ [BEATBOXING]          SFX: *FWTE*          ANIMALS: [CHEERING WALLA]</p>	
<p>Action:</p>	
<p>Timing:</p>	<p>- ANIMALS RUN FORWARD.</p> <p>MAR 18 2016</p>

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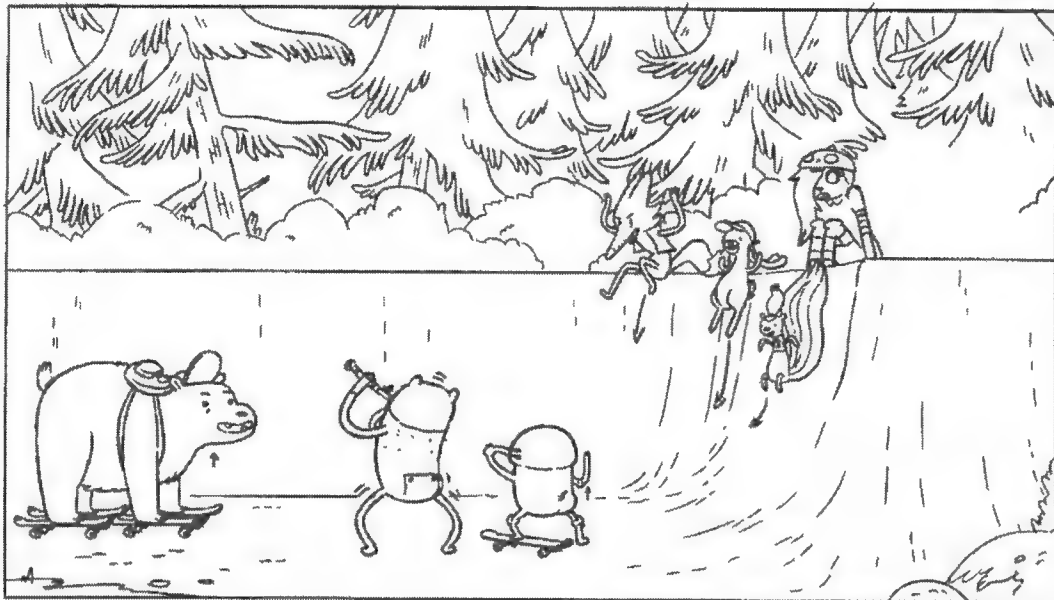
1042 245

# ADVENTURE TIME

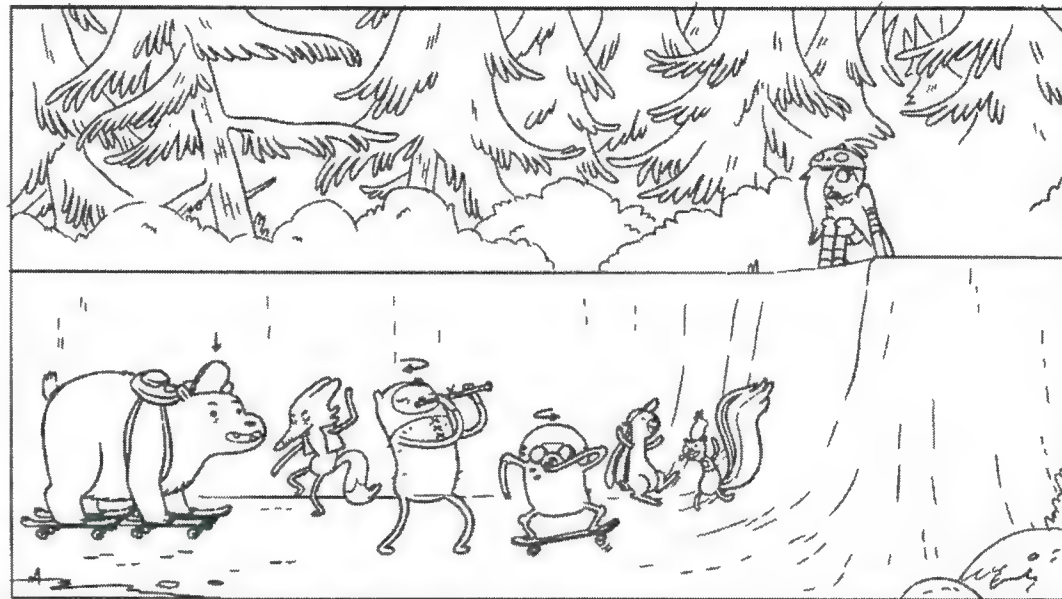


Page 166

Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:

③ [BEATBOXING]

GANG YEA! WOO!

SFX: \*FLUTE\*

JAKE! JAKE! JAKE!

Action:

-TEENS SLIDE DOWN RAMP.

SP



-TEENS START DANCING

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Timing:

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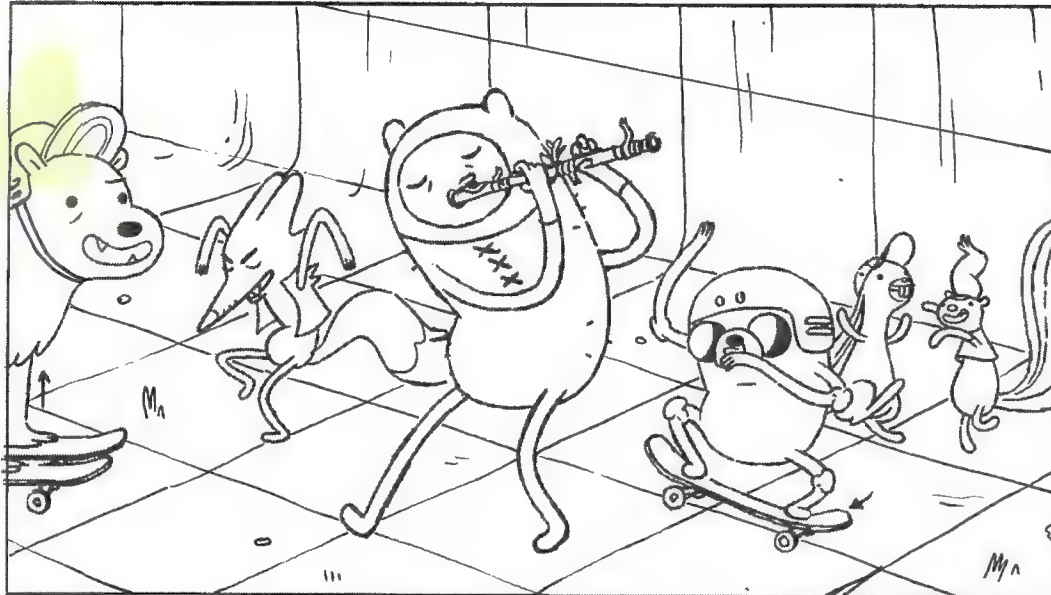
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Sc. 82

Pnl. A

Bg.

day night

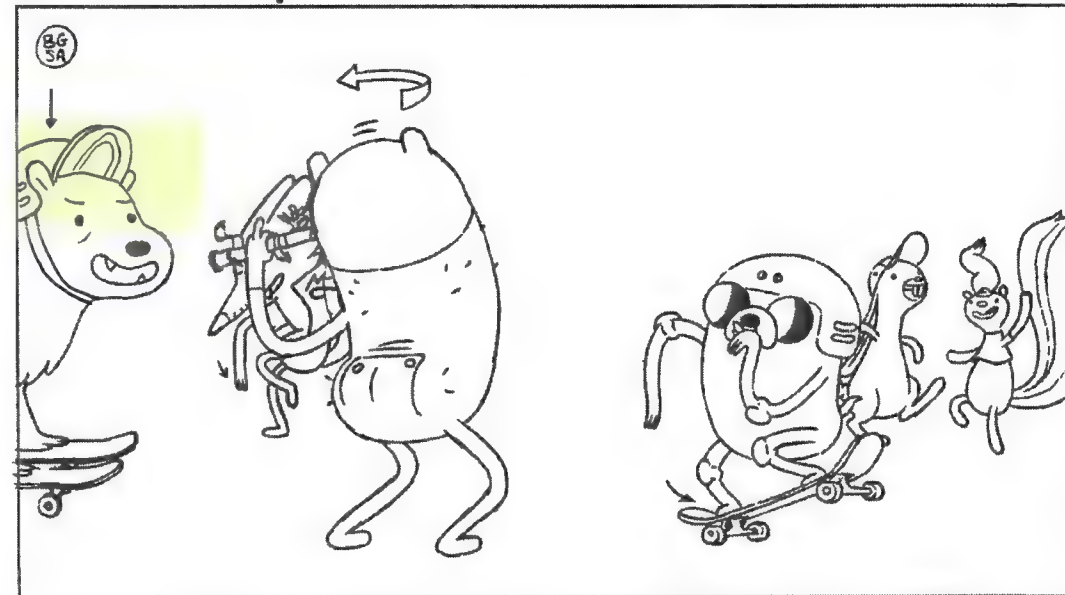


Sc. 82 *cont*

Pnl. B

Bg.

day night



Dialog:

— SFX: \*FLUTE\* —

SFX: \* FLUTE FLOURISH \*

Gang: JAKE! JAKE!

Action:

- ANIMALS DANCE AROUND FINN + JAKE.

MAR 16 2016

Timing:

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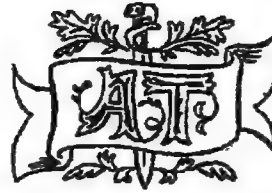
1042 245

Production :

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# ADVENTURE TIME

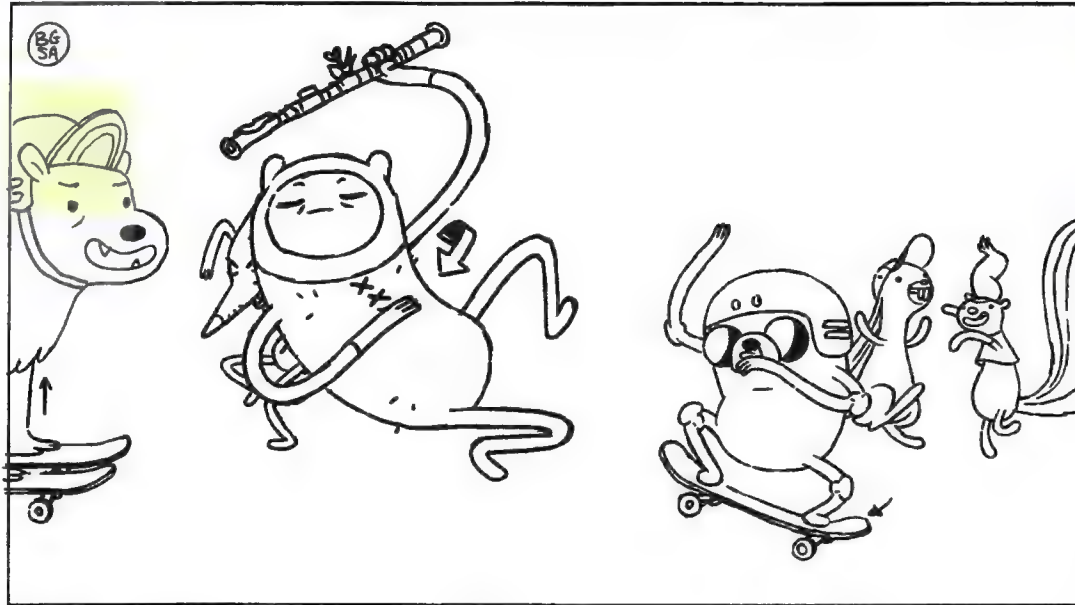


Page 168  
168A NEXT  
day night

Sc. 82 *cont* Pnl. C

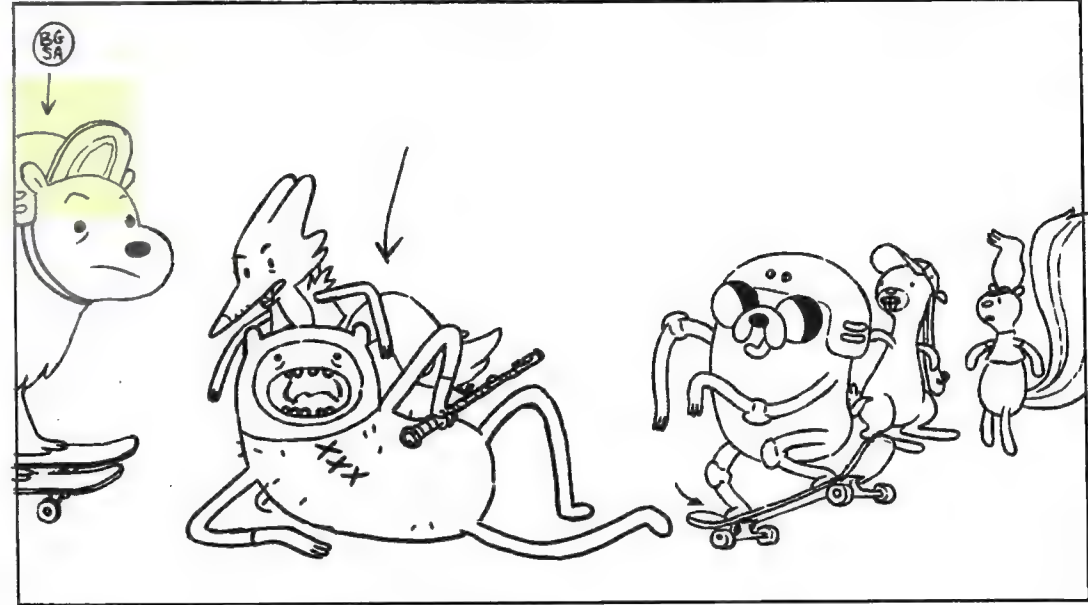
Bg.

day night



Sc. 82 *cont* Pnl. D

Bg.



Dialog:

JAKE: [ BEAT BOXING ]

ⓕ MATH!

SFX: \* THMP \*

MAR 16 2016

Action:

-FINN FLIPS INTO COOL RESTING POSE  
AND OPENS HIS EYES WIDE FOR  
A MOMENT.

Timing:

1042-245

EPISODE #

1042 245

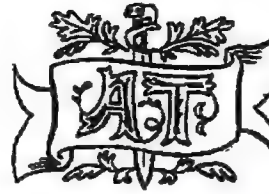
Production :

1042 245

1042 245



# ADVENTURE TIME



NO SC 83

Page 168A

NO PG-169  
day night

Sc. 82 CONT

Pnl. E

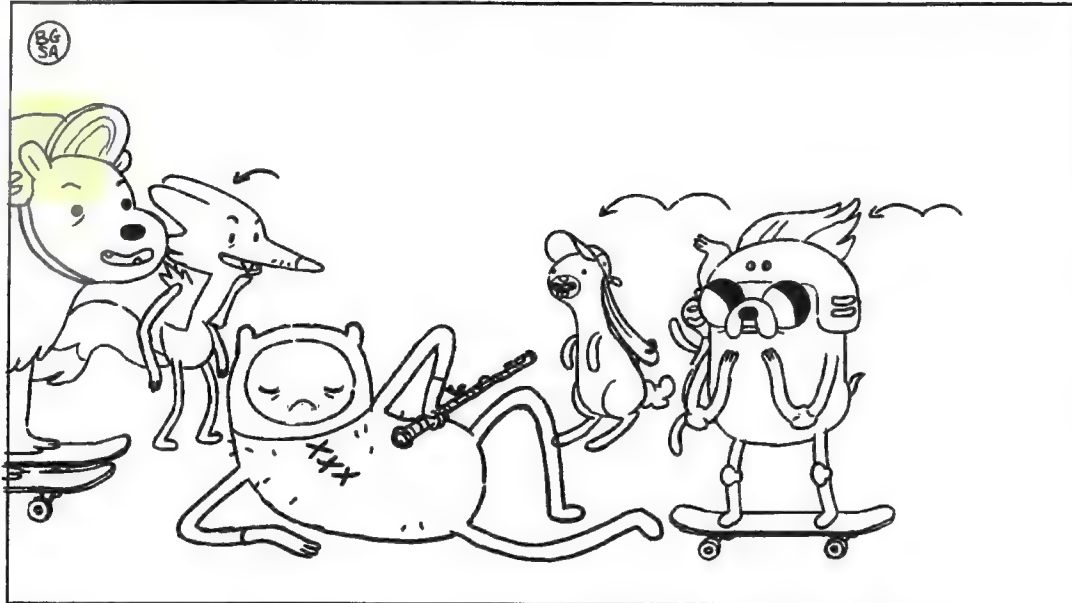
Bg.

day night

Sc. 82 CONT

Pnl. F

Bg.



Dialog:

Ⓕ [ZZZ]  
BEAR: -THIS DUDE DON'T GIVE A DUMP!

Ⓕ DANG, JAKE. YER LIKE... LIKE A COOL GWAMPA.

Action:

- FINN INSTANTLY DOZES OFF.
- Ⓖ + Ⓕ GATHER AROUND HIM.

Timing:



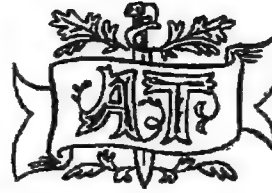
MAR 1 8 2016

EPISODE # 1042-245

Production :

1042 245

# ADVENTURE TIME



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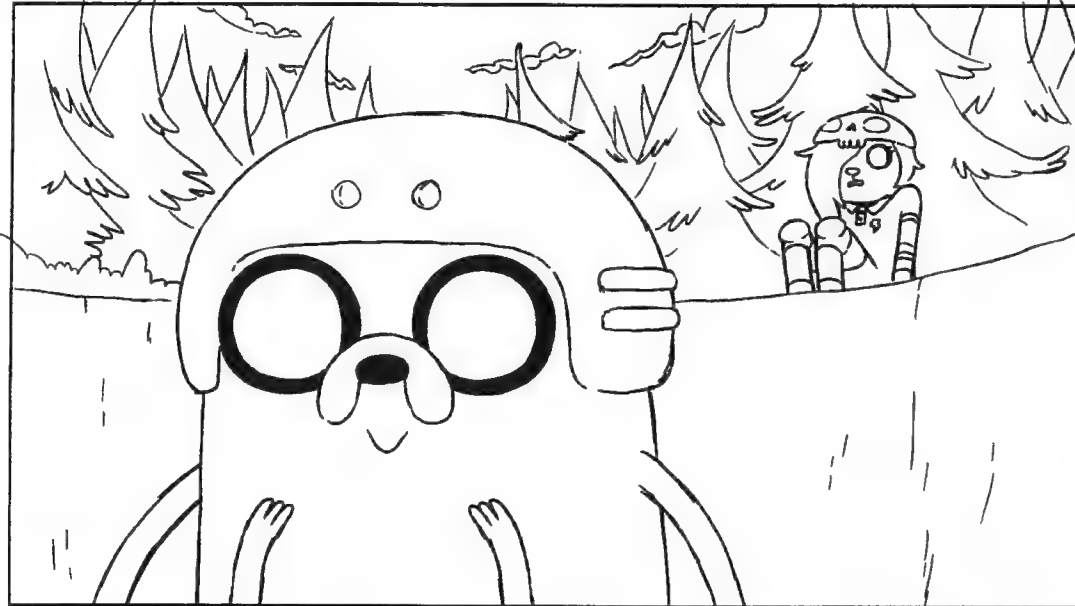
170A NEXT  
day night

Sc. 84

Pnl. A

Bg.

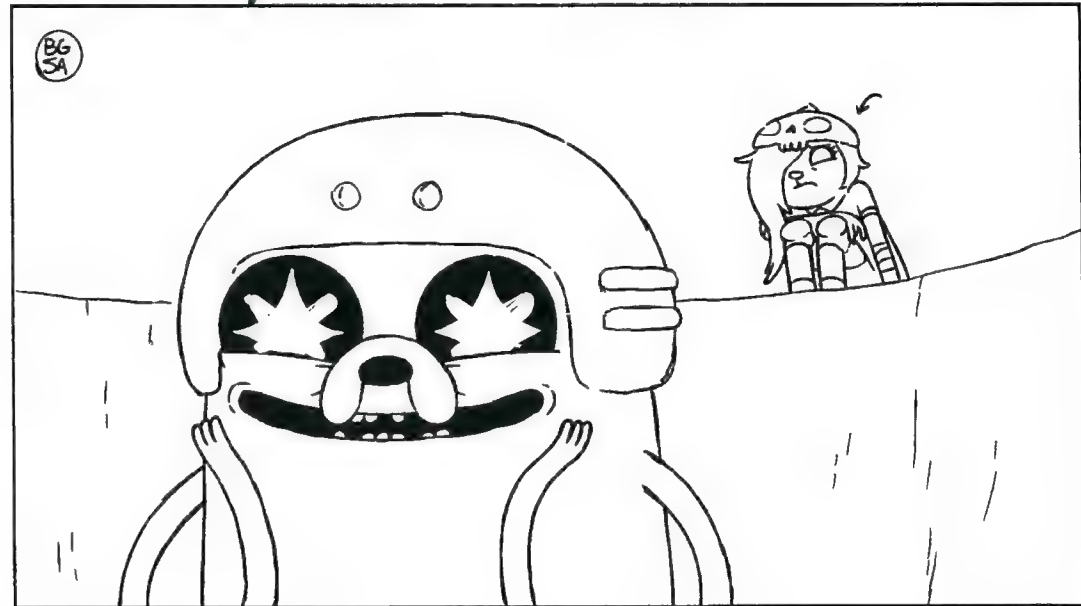
day night



Sc. 84 *cont*

Pnl. B

Bg.



Dialog:

ⓐ YESSS ...

Action:

- ⓐ IS REVELLING
- ⓑ IS INCREPULOUS/ANNOYED

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

ADVENTURE TIME



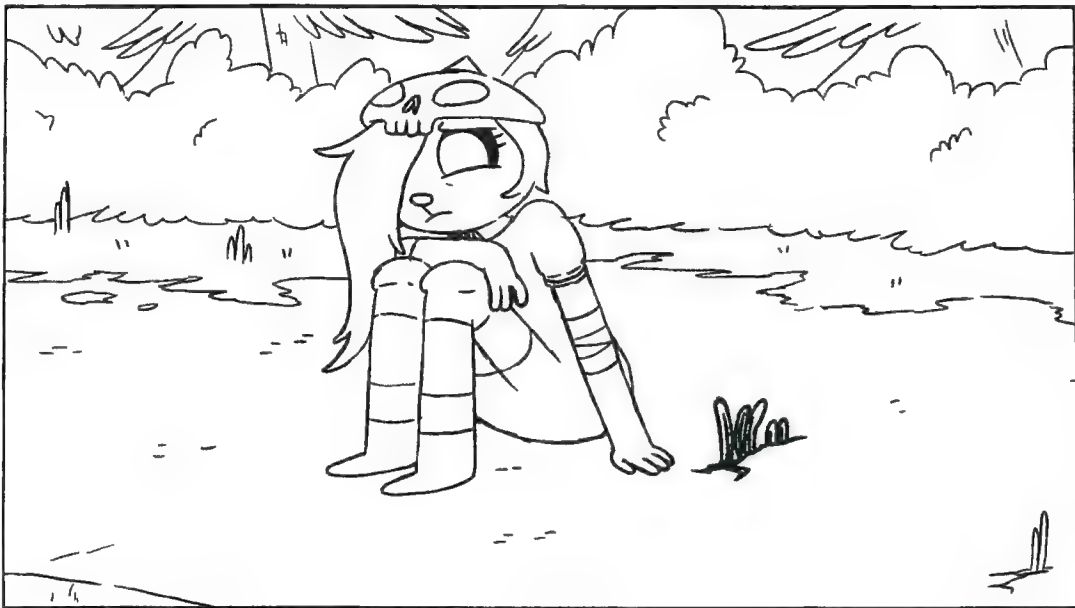
Page 170 A  
17/NEXT  
day night

Sc. 85

Pnl. A

Bg.

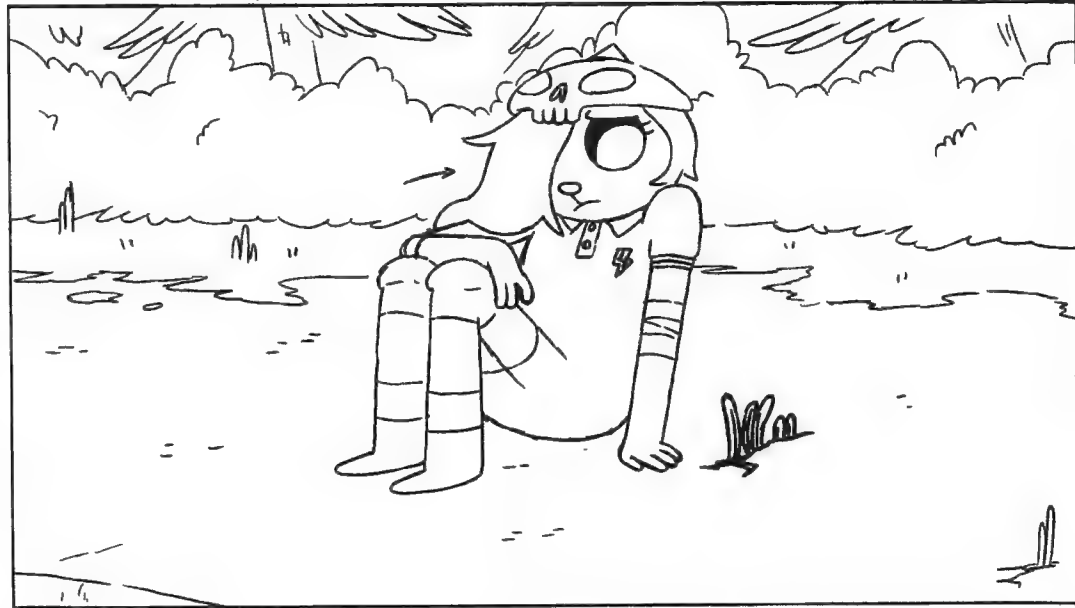
day night



Sc. 85 *cont*

Pnl. B

Bg.



Dialog:
Action:
Timing:

Ⓑ LEANS BACK , NOTICES GRASS

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

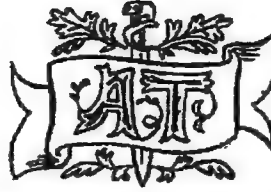
1042 245

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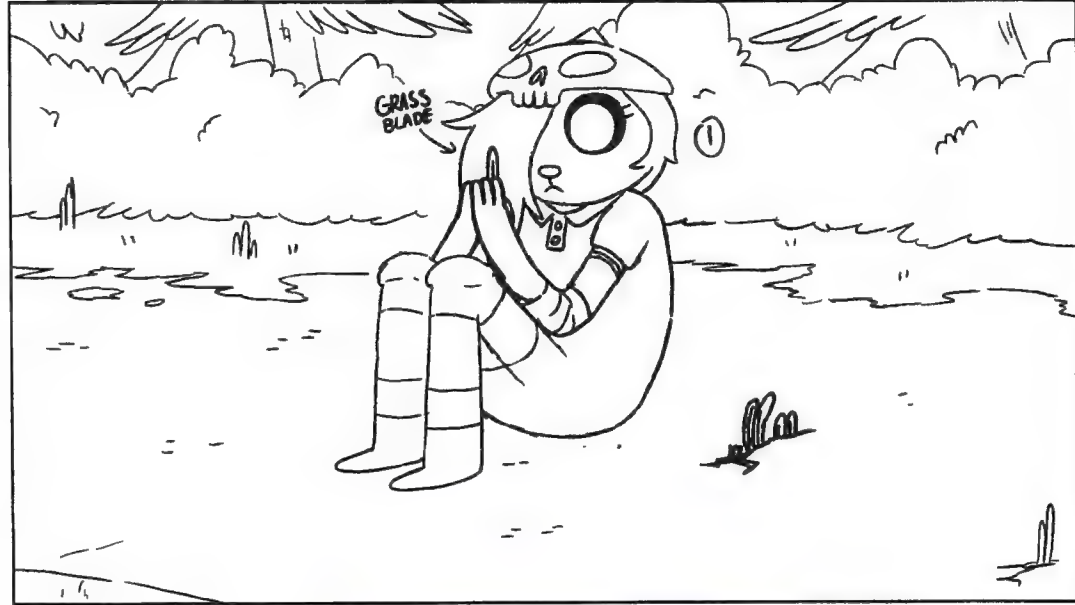
# ADVENTURE TIME

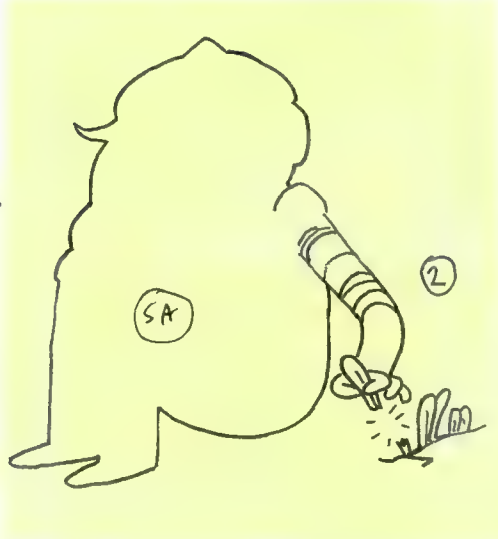



Sc. 85 *cont* Pnl. C Bg. day night



Sc. 85 *cont* Pnl. D Bg. day night

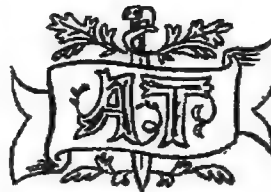


Dialog:		* SHK *
Action:		Ⓑ plucks grass
Timing:		
		Ⓑ (inhale)
		Ⓑ inhales MAR 16 2016

EPISODE # 1042-245  
Production : 1042 245



# ADVENTURE TIME



Page 172

Sc. 85 *CONT* Pnl. E Bg. day night



Sc. 85 *CONT* Pnl. F Bg. day night



Dialog:

SFX: \*Bweet...Tweet\*

Action:

- ② PUTS GRASS REED TO MOUTH  
AND BLOWS A FEW NOTES



MAR 16 2018

Timing:

Production :

EPISODE #

1042-245

1042 245

1042 245

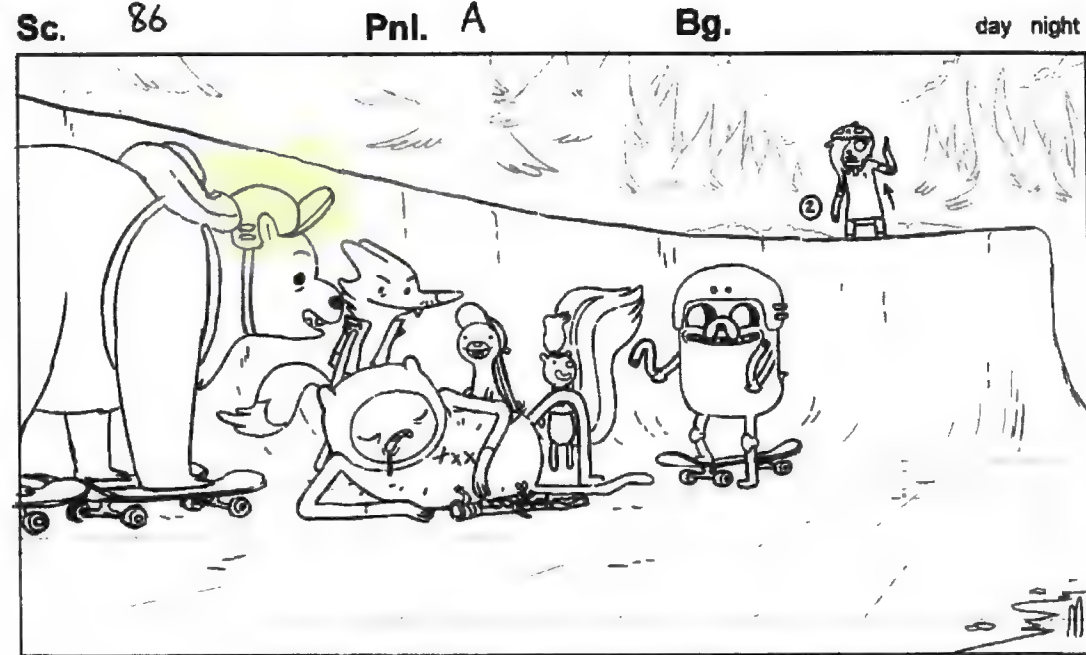
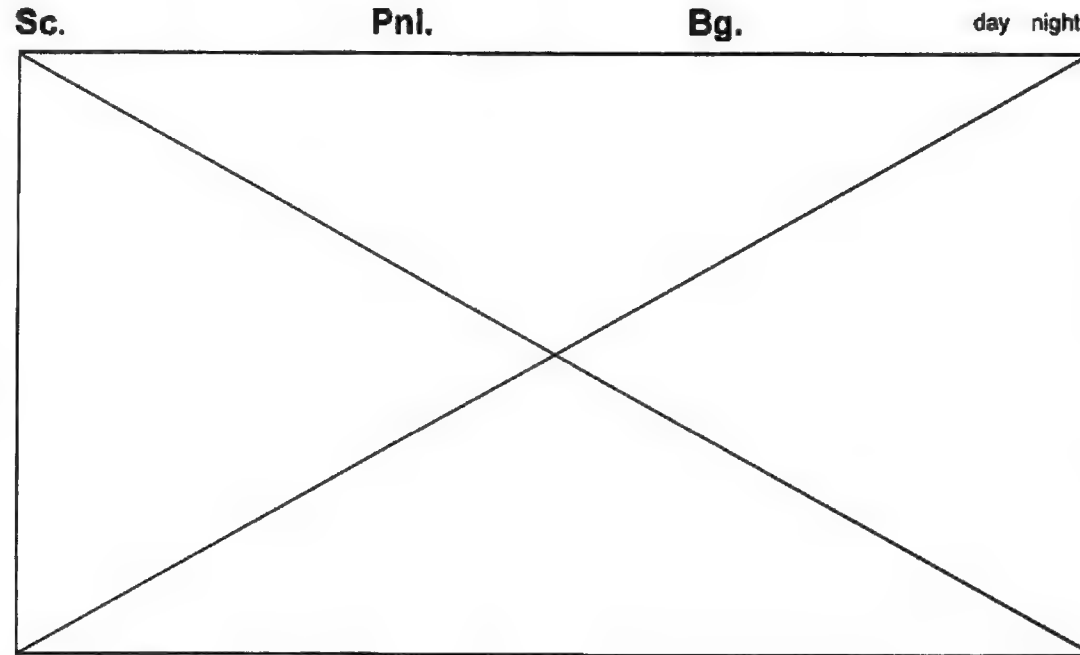
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1042 245

# ADVENTURE TIME



Page 173



Dialog:	<p>①② (B) KEY GUYS.</p> <p>ANIMALS: [CONVERSATIONAL WALLA]</p>	
Action:	<p>- BROWNWYN STANDS UP.</p>	
Timing:		<p>MAR 16 2016</p>

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



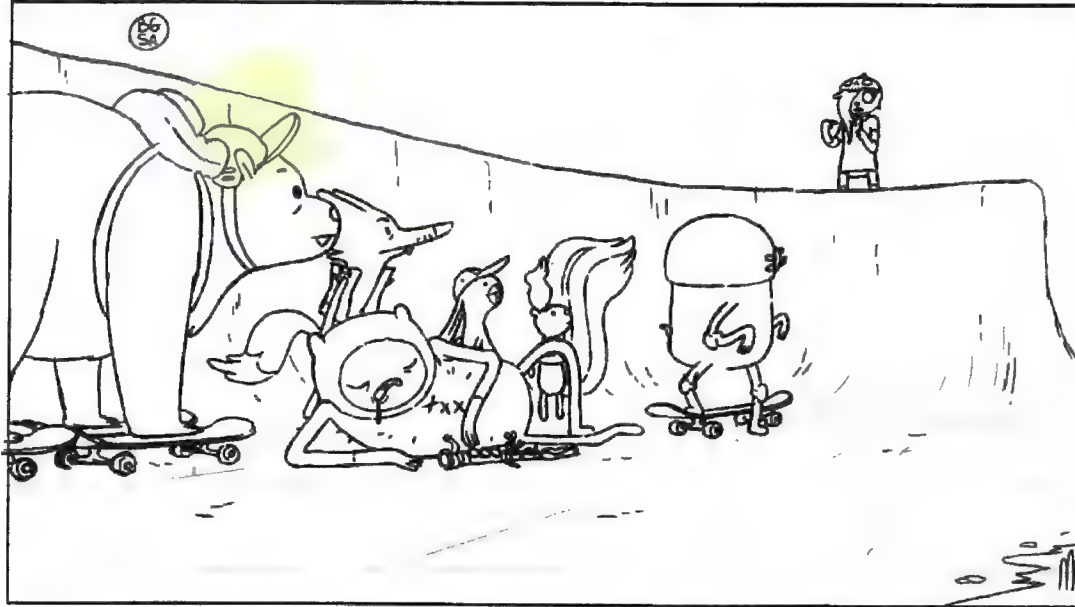
Page 174

Sc. 86 *cont*

Pnl. B

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

③ HAVE YOU EVER HEARD MUSIC LIKE THIS?

Action:

-JAKE, ANIMALS TURN-

Timing:



1042-245

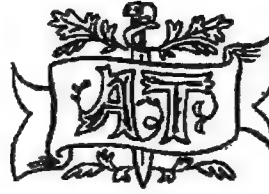
EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 175

Sc. 87 *cont*

Pnl. B

Bg.

day night

Sc. 87 *cont*

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

- B. HOLDS UP GRASS BLADE.

(B) [INHALE]

- B. ACCIDENTALLY  
INHALES GRASS BLADE.



MAR 16 2016

EPISODE #

Production :

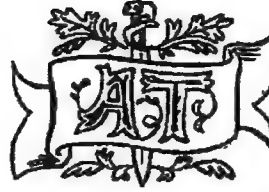
1042-245

1042 245

1042 245



# ADVENTURE TIME



Page 176

Sc. 87 *CONT* Pnl. D

Bg.

day night



Sc. 87 *CONT* Pnl. E

Bg.

day night



Dialog:

⑧ GACK!

⑧ COFF! COFF!! COFF!

Action:

⑧ CHOKES ON GRASS BLADE

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

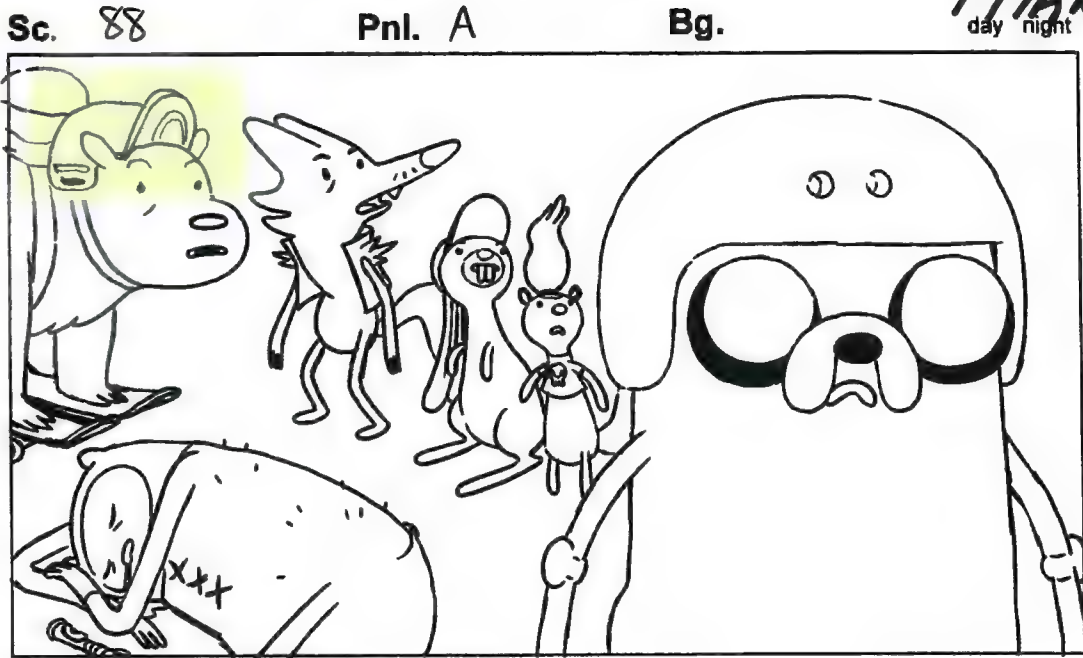
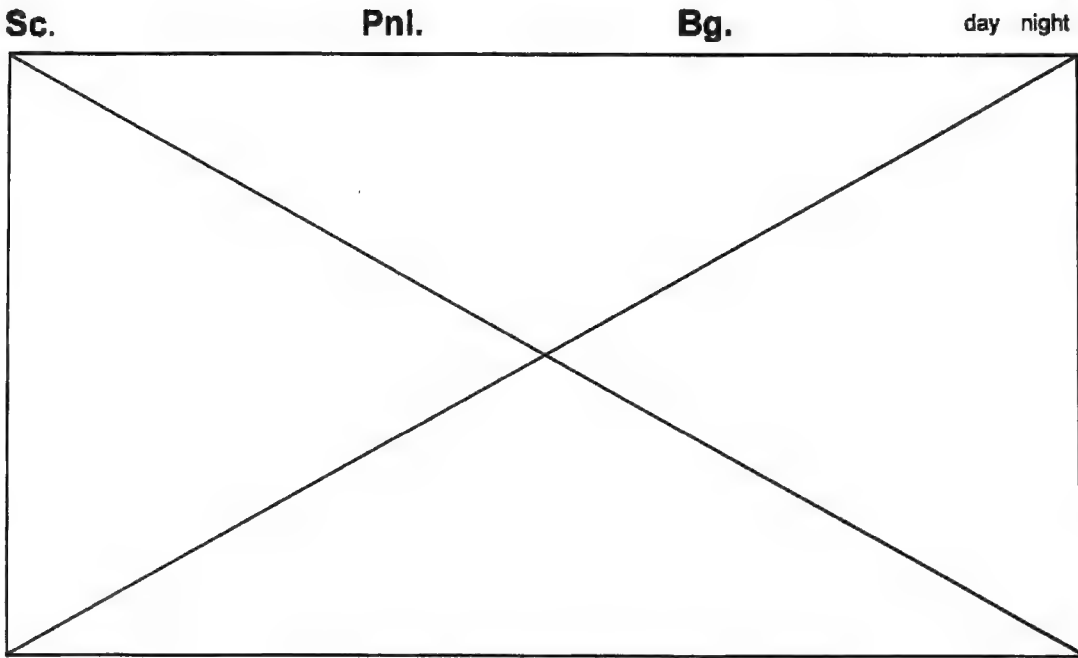
Production :

1042 245

ADVENTURE TIME



Page 177  
177A-NEXT  
day night



Dialog:	(B) [ COUGHING ]
Action:	MAR 16 2016
Timing:	

EPISODE # 1042-245

Production :

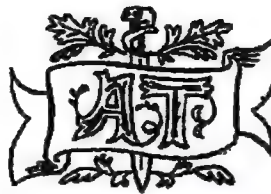
1042 245

1042 245

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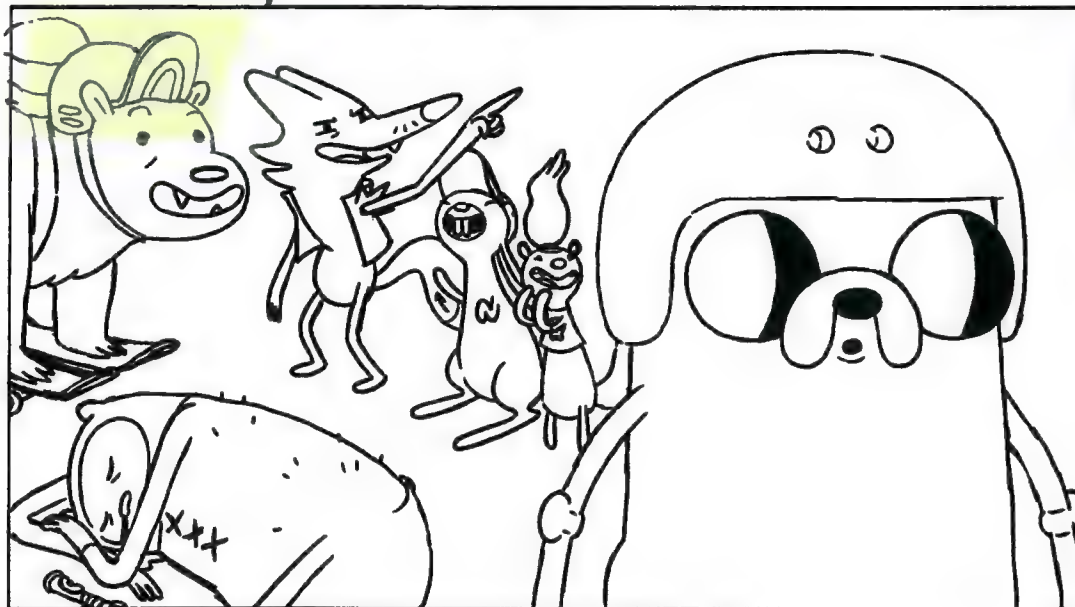
1042 245

# ADVENTURE TIME

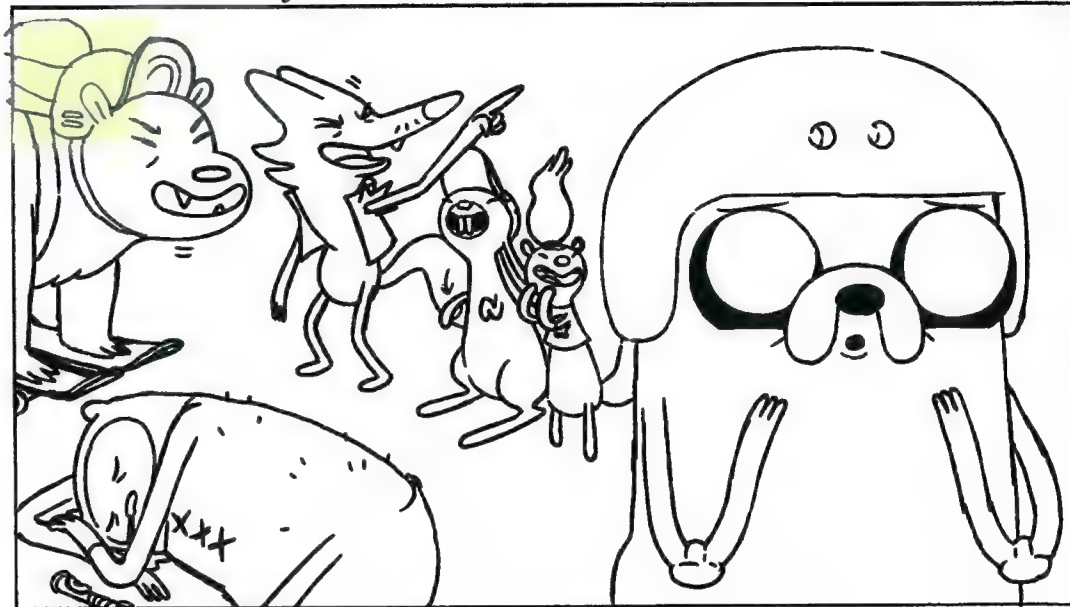


Page 177A  
179 NEXT  
day night

Sc. 88 CONT Pnl. B Bg. day night



Sc. 88 CONT Pnl. C Bg. day night



Dialog:

(GANG) [LAUGHING]

(TF) WAY TO CHOKE, BRON.!

(GANG) [LAUGHING]

Action:

MAR 16 2016

Timing:

EPISODE #

Production :

1042-245

1042 245

1042 245

# ADVENTURE TIME



Page 178

Sc. 89

Pnl. A

Bg.

day night

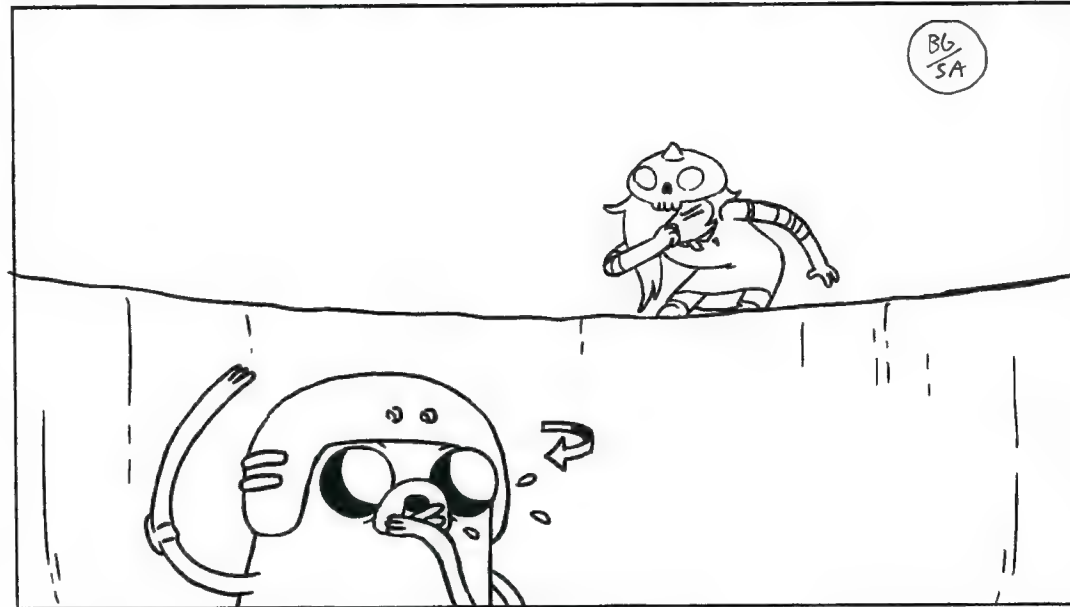


Sc. 89 *cont*

Pnl. B

Bg.

day night



Dialog:

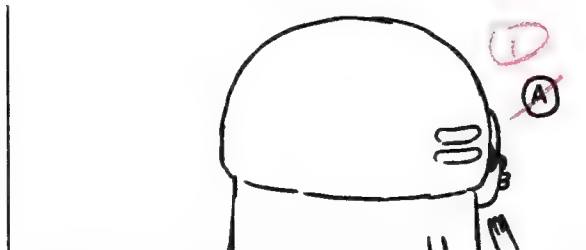
② (COUGH COUGH COUGH!)  
③ YO! HOW BOUT A DUET!

② (COUGH COUGH COUGH!)  
③ [BEATBOXIN']

Action:

JAKE BEATBOXES TO BROWNIE'S COUGHING

Timing:



MAR 16 2016

Production :

EPISODE #

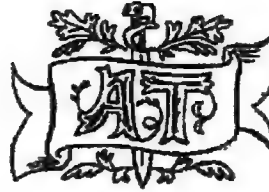
1042-245

1042 245

1042 245



# ADVENTURE TIME



Page 179

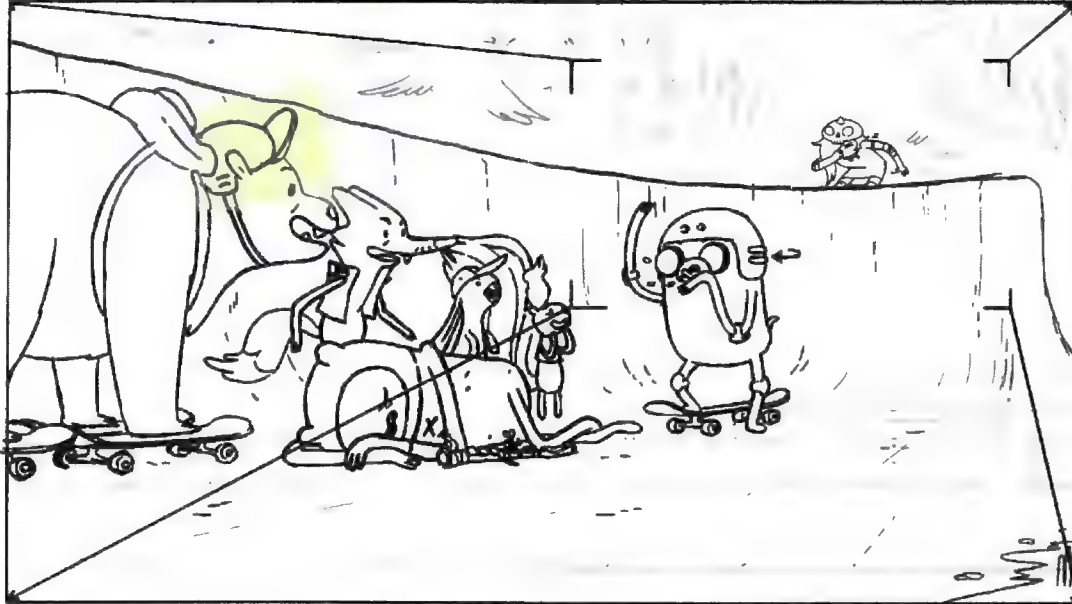
179A NEXT

Sc. 89 *cont*

Pnl. C

Bg.

day night

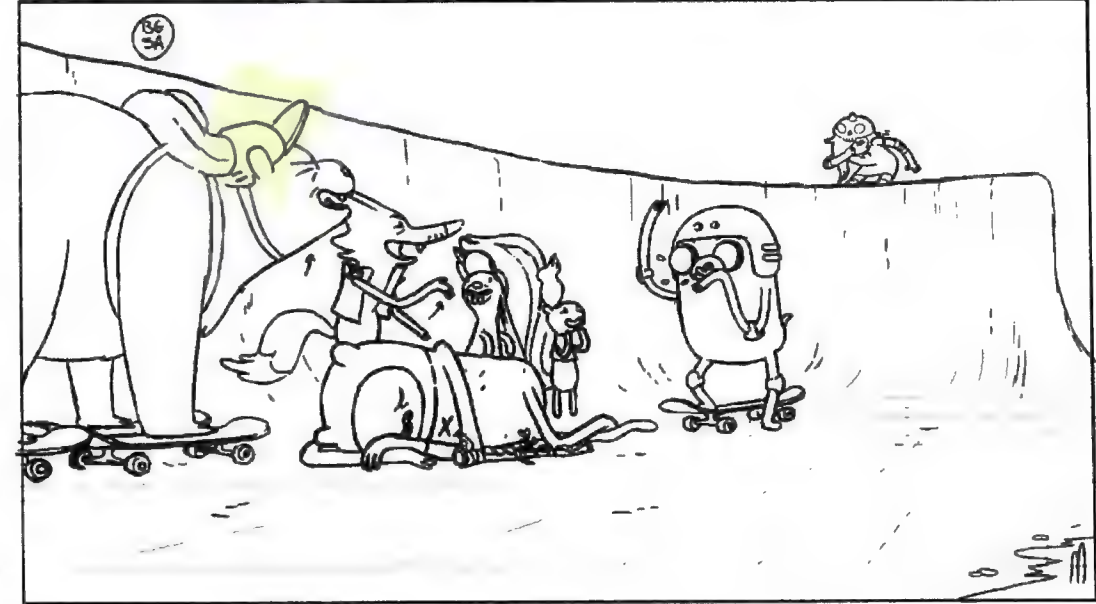


Sc. 89 *cont*

Pnl. D

Bg.

day night



Dialog:

(GANG) HAAHAHA HA!!

(B) [COUGH COUGH COUGH!]

(S) [BEATBOXING]

(GANG) HAAHAHA HA!!

(TS) EVEN GWAMPS CAN'T SAVE YOU, BRON!

(B) [COUGHING]

Action:

- JAKE CONTINUES BEATBOXING

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

1042 245



**Sc.**

**Bg.**

A rectangle with its diagonals intersecting at the center. The rectangle is oriented horizontally. The diagonals are drawn from the top-left corner to the bottom-right corner and from the top-right corner to the bottom-left corner. They intersect at a point in the center of the rectangle. The rectangle is divided into four triangles by the diagonals. The top-left and bottom-right triangles are shaded light blue. The top-right and bottom-left triangles are white.

① HAA HAA HAA!!  
② [COUGHING]  
③ [BEATBOXING]

MAR 16 2016

**EPISODE #** 1042-245

1042 245

**Production :**

1042 245

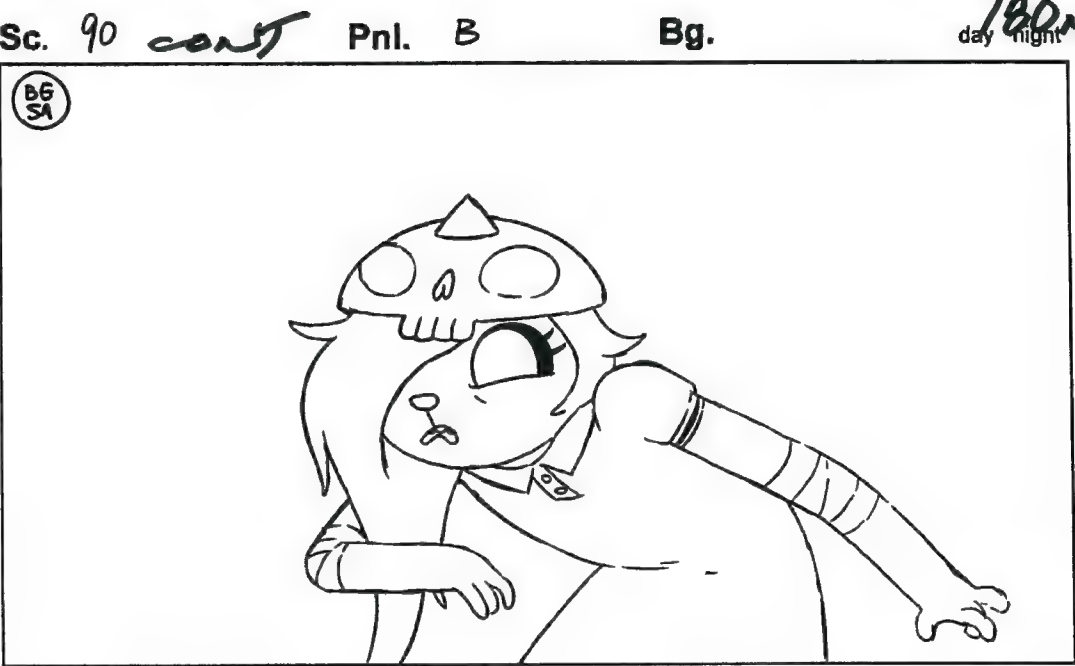
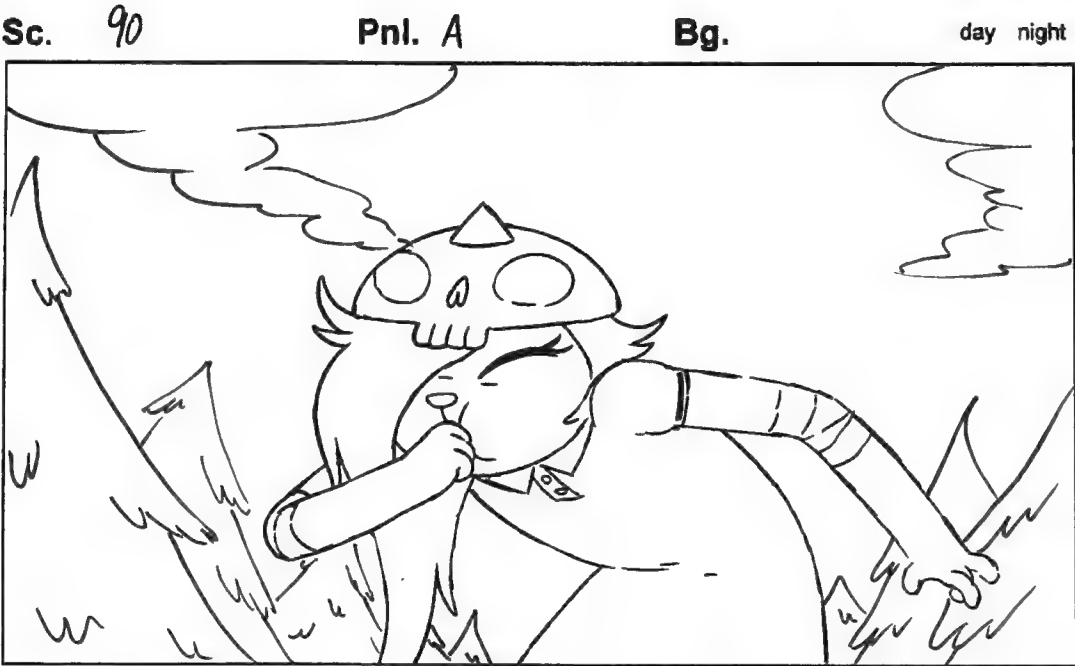
1042 245

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# ADVENTURE TIME



Page 179 B  
180-NAT  
day night



Dialog:	[TEENS LAUGHING] ③ [BEATBOXING]
Action:	③ STOPS COUGHING.  MAR 16 2016
Timing:	

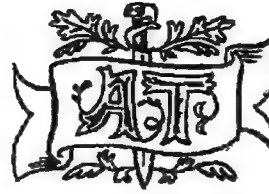
EPISODE # 1042-245

1042 245

Production :

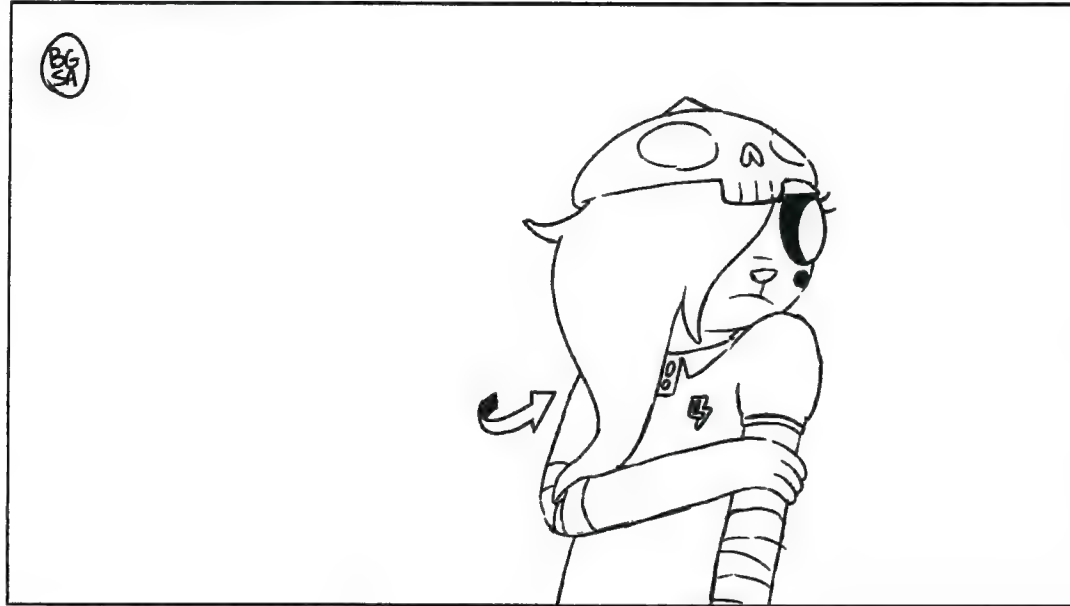
1042 245

# ADVENTURE TIME



Page 180

Sc. 90 *CONT* Pnl. C Bg. day night



Sc. 91 Pnl. A Bg. day night



Dialog: JAKE : STILL BEAT BOXIN'  
[TEENS LAUGHING]

⑤ PBBT??  
[TEENS LAUGHING]

Action: ⑥ RECOILS, EMBARRASSED

JAKE NOTICES COFFING HAS STOPPED  
SO HE STOPS BEATBOXING

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

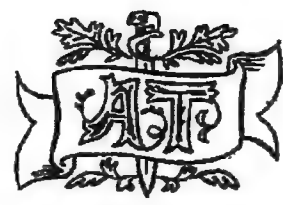
1042 245



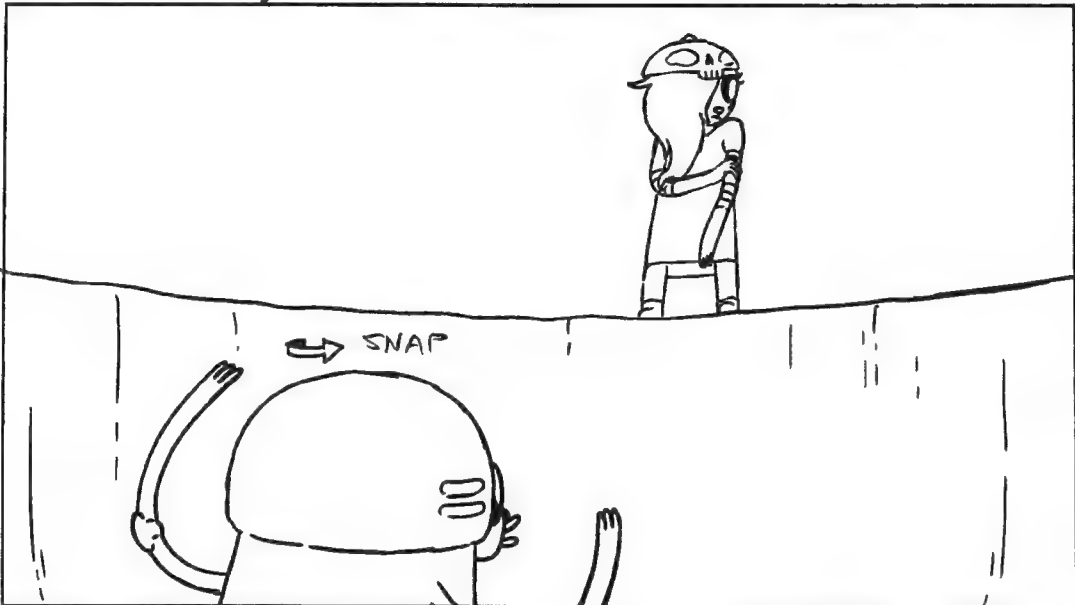
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ADVENTURE TIME



Sc. 91 CONT Pnl. B Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog: (J) B, WHY'D YOU STOP?  
(B) THEY'RE LAUGHIN' AT ME  
[TEENS LAUGHING]

Action: - JAKE TURNS AROUND.  
(J) NOTICES BRONWYN'S DISMAY

Timing: MAR 16 2016



1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

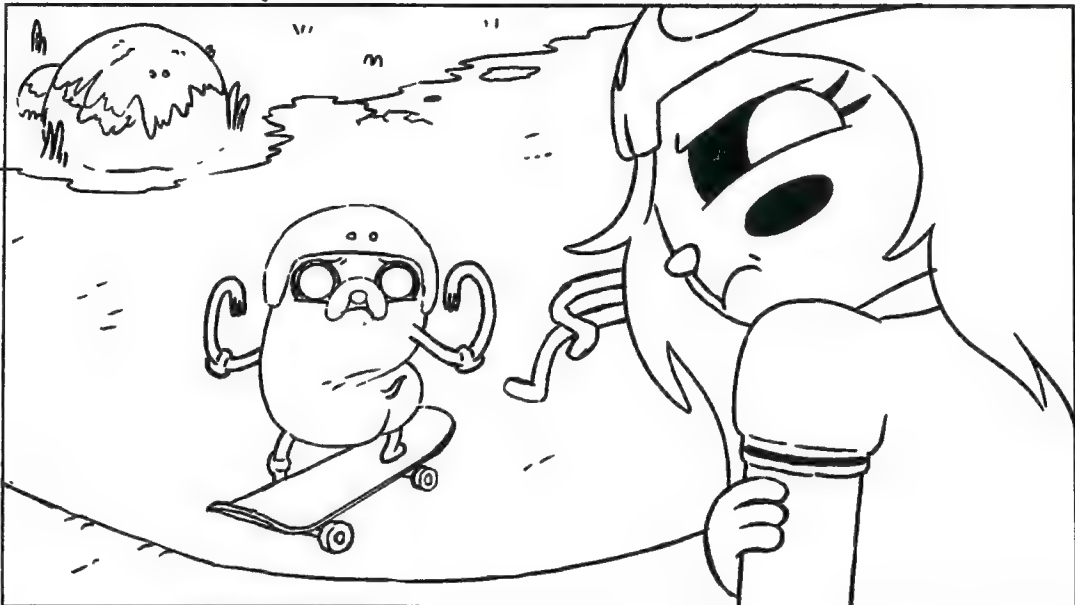
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ADVENTURE TIME

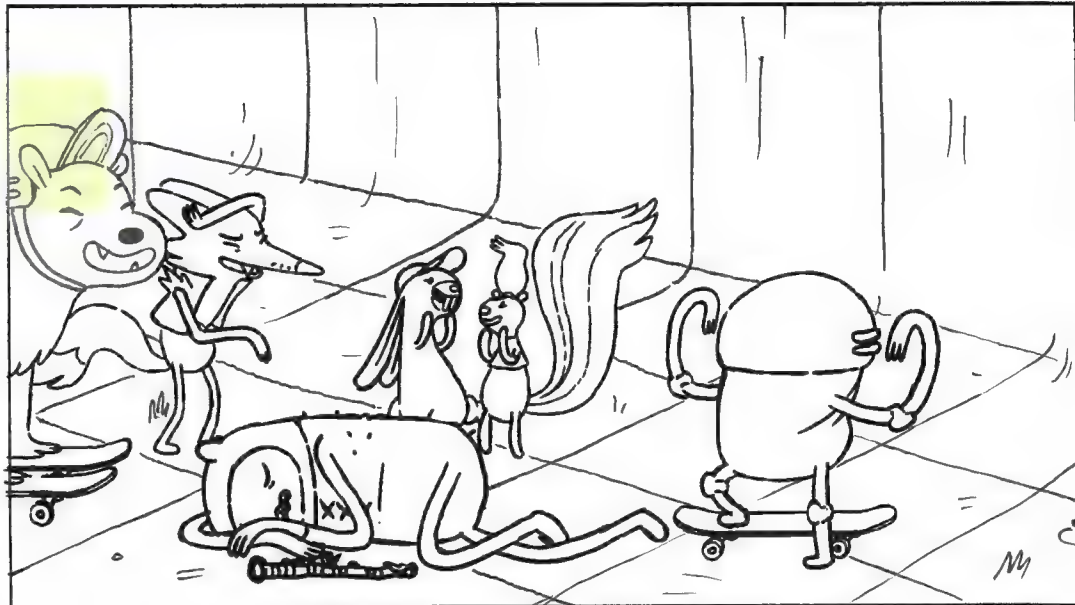


Page 181A  
182 NEXT  
day night

Sc. 92 cont Pnl. B Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:	
TEENS [LAUGHING]	
Action:	
MAR 16 2016	
Timing:	

EPISODE # 1042-245  
Production :

1042 245

1042 245

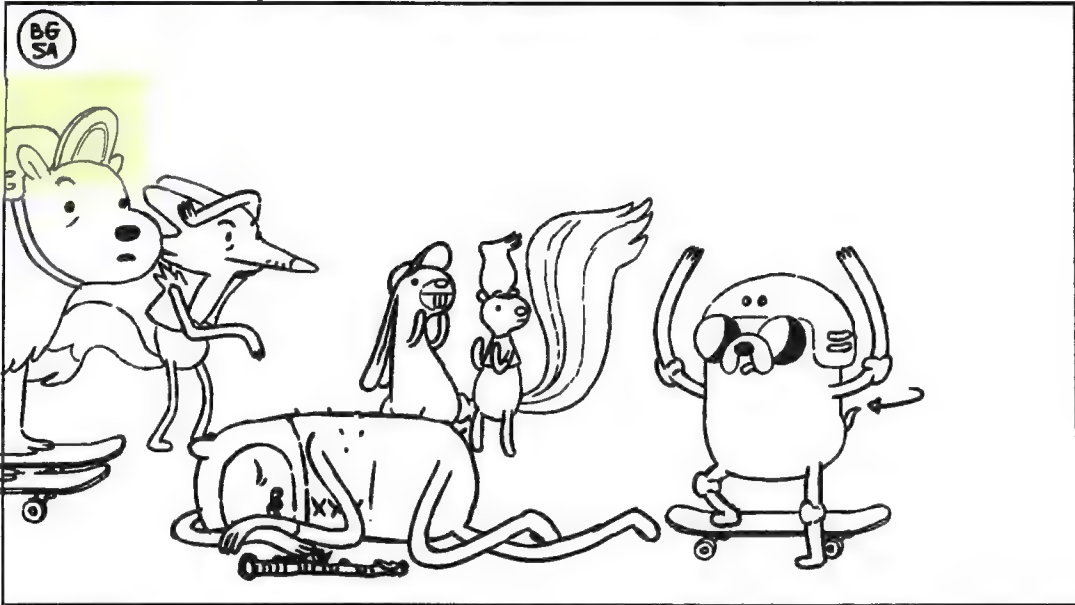
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ADVENTURE TIME



Sc. 93 *cont* Pnl. B Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	Ⓜ HEY, C'MON GUYS - DON'T BUST ON BRONWYN.	Ⓜ (O.S.) BRONWYN'S COOL.
Action:	- J. TURNS.	
Timing:	MAR 16 2016	

EPISODE # 1042-245  
Production :

1042 245

# ADVENTURE TIME



Page 183

Sc. 94 *CONT* Pnl. B

Bg.

day night



Sc. 94 *CONT* Pnl. C

Bg.

day night



Dialog:

(J) (O.S) I CAN VOUCH FOR HER!

Action:

- B. COVERS HER FACE.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245



ADVENTURE TIME



Page 184

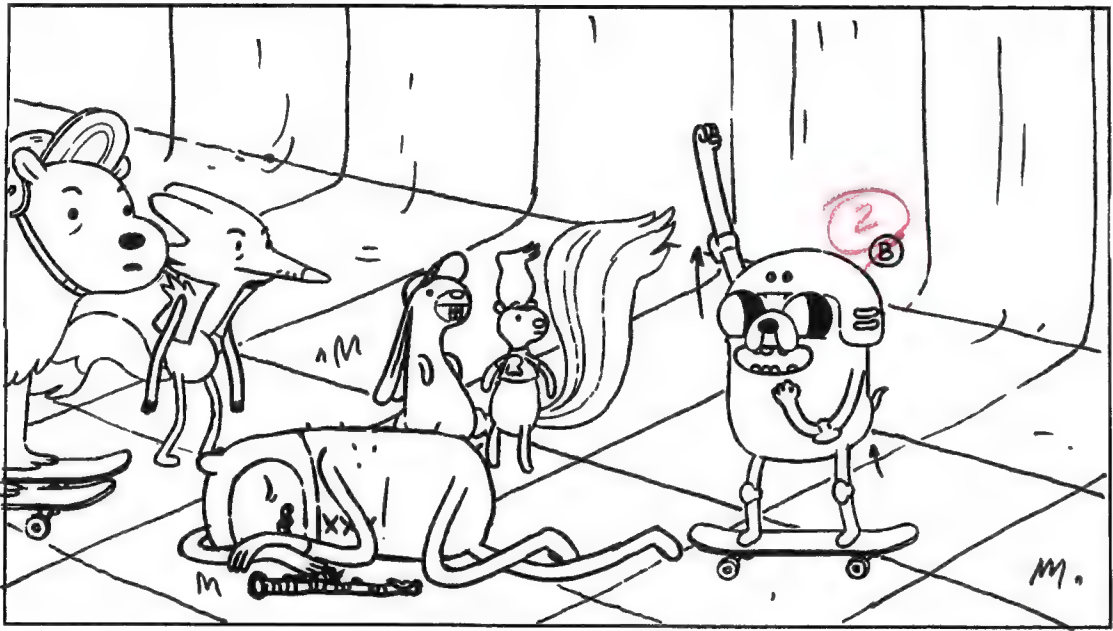
1042-245

Sc. 95

Pnl. A

Bg.

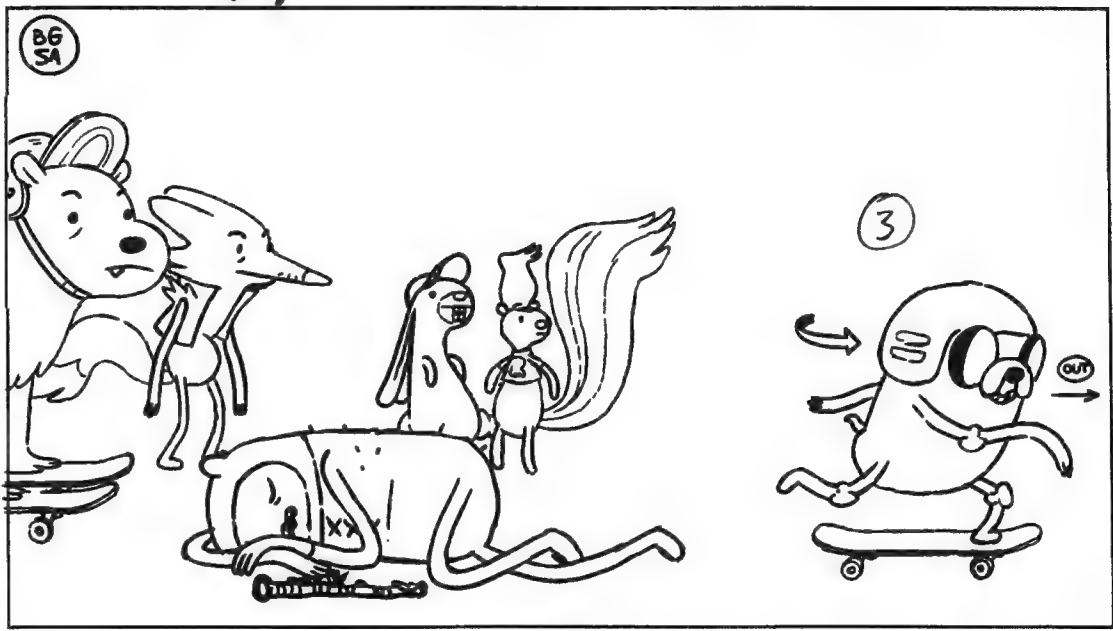
day night



Sc. 95 cont

Pnl. B

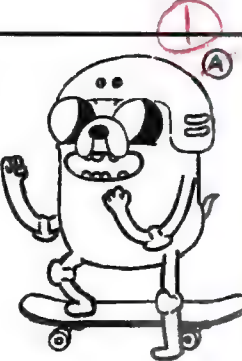
Bg.



Dialog:

(J) NOW LET'S ALL WATCH ME SKATE!

Action:



Timing:



Jake rides off/s

EPISODE # 1042-245

1042 245

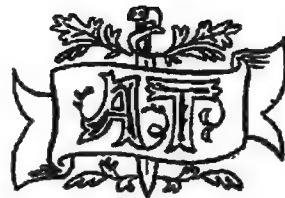
Production :

1042 245

1042 245

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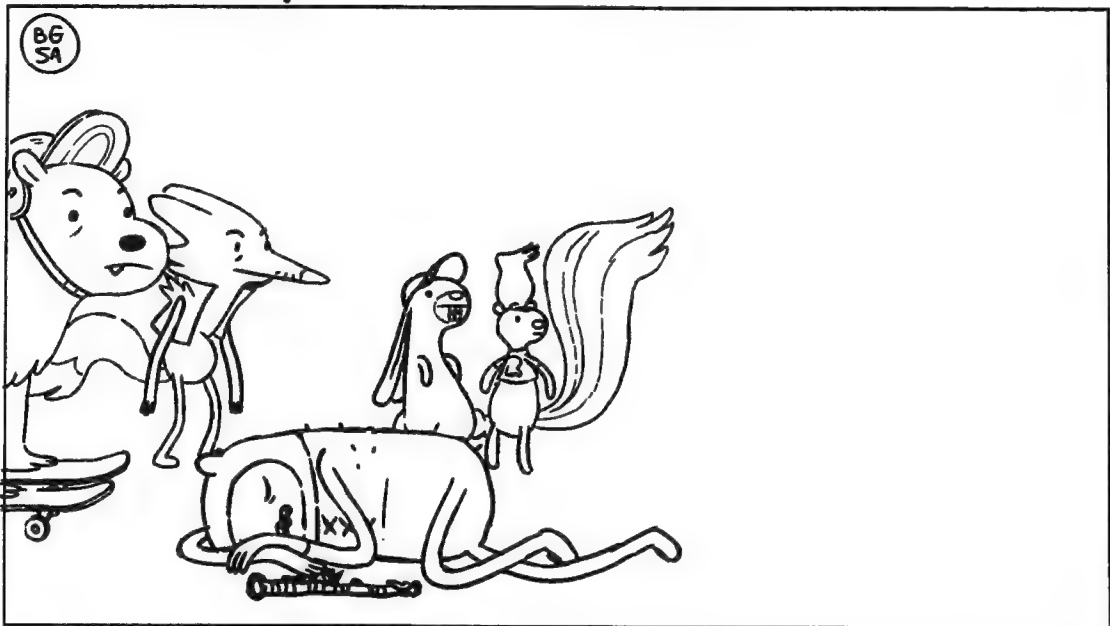
ADVENTURE TIME



Sc. 95 *cont* Pnl. C

Bg.

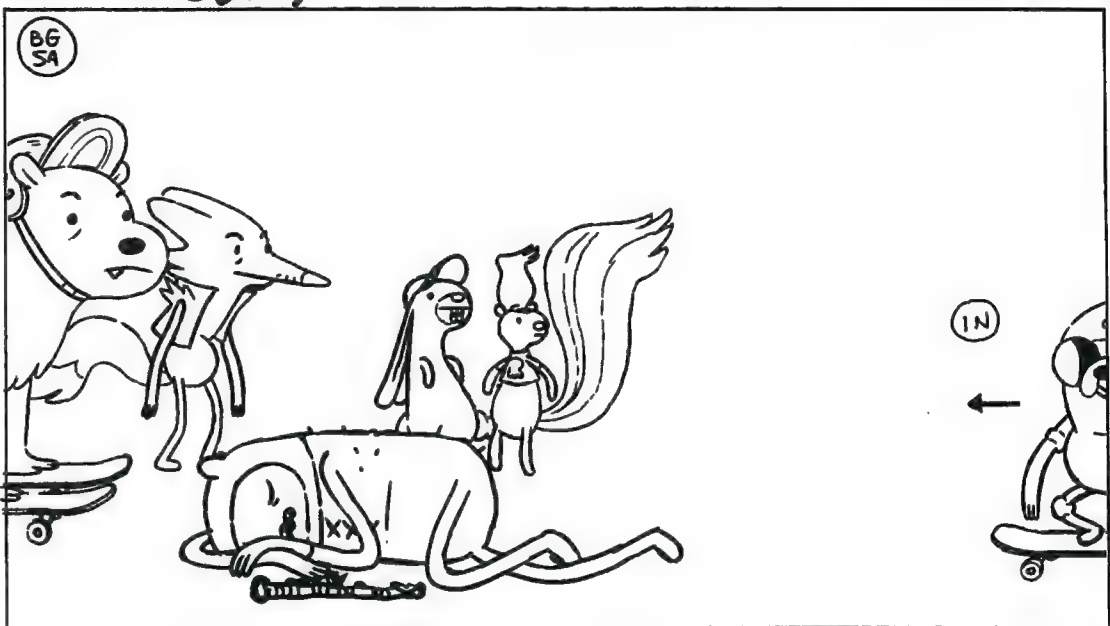
day night



Sc. 95 *cont* Pnl. D

Bg.

Page 184A  
185 *next*  
day night



Dialog:

Action:

- J. SKATES ON/S.

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

ADVENTURE TIME



Sc. 95 *CONT* Pnl. E Bg. day night

BG SA

Sc. 95 *CONT* Pnl. F Bg. day night

BG SA

Dialog:

Teens: <laughing>

Action:

MAR 16 2016

Timing:

1042 245

1042 245



1042-245

1042245

**Production :**

A black and white cartoon illustration. In the center, a dog wearing a helmet with the number '2' and sunglasses is riding a skateboard. It is holding a stick in its mouth. A cat is pushing the dog's skateboard from behind. To the right, a small mouse is also on a skateboard. In the foreground, a large dog is lying on its back on the ground, looking exhausted or asleep. In the top right corner, there is a small circle containing the text '36' followed by an arrow pointing to the right.

A black and white cartoon illustration of a dog show. In the center, a large dog is on a skateboard, with a small dog wearing sunglasses sitting on its back. To the right, a judge with a long nose is holding a clipboard. Another dog is lying on the ground, and a small dog is cheering in the background. The scene is set in a simple, clean environment.

A cartoon drawing of a dog on a skateboard. The dog has its arms raised in the air, and a circled number '1' is above its head. An arrow points to the dog's right arm. The dog is wearing a simple rectangular shirt. The skateboard is on wheels. The drawing is in a simple, sketchy style.

1012 215



# ADVENTURE TIME

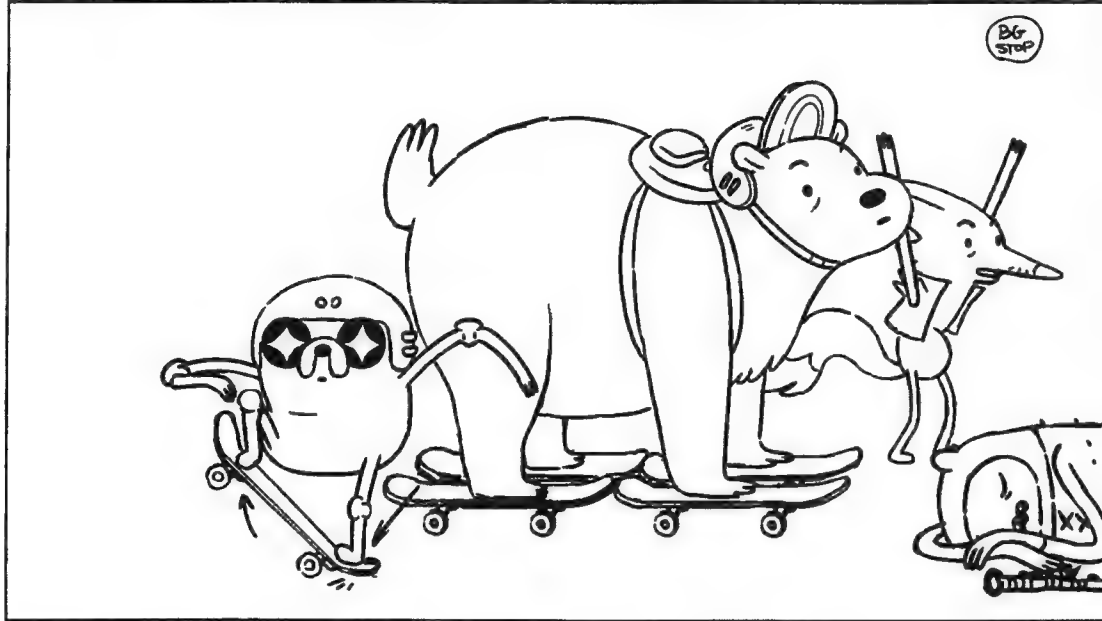


Page 187

Sc. 95 *cont* Pnl. I

Bg.

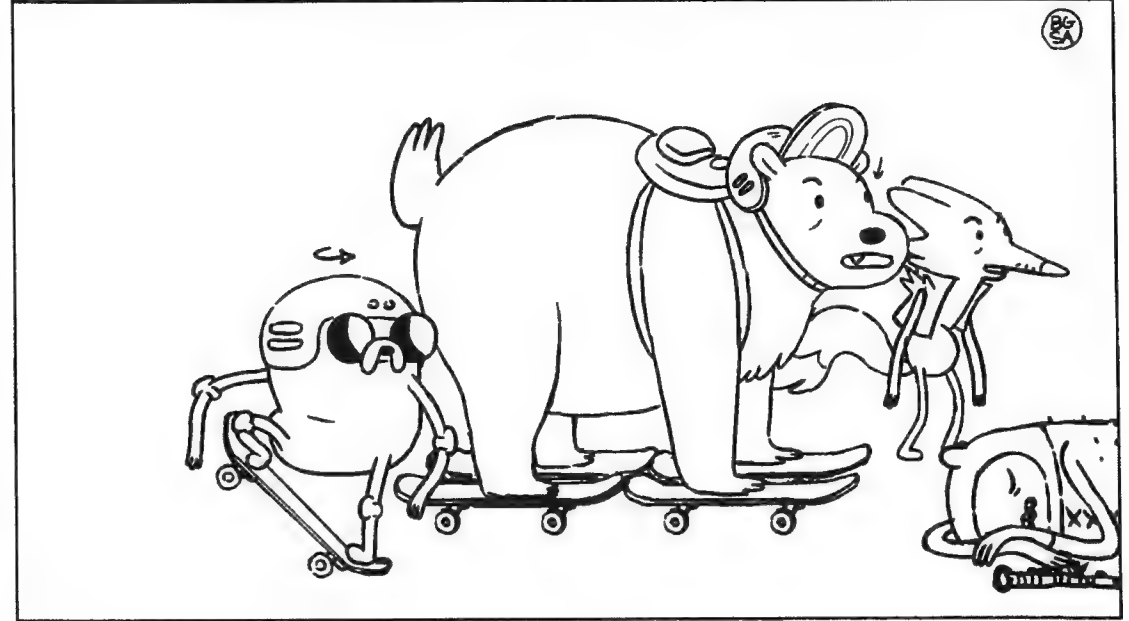
day night



Sc. 95 *cont* Pnl. J

Bg.

day night



Dialog:

Ⓑ (O.S.) WEAK! COFF! COFF!

Action:

- JAKE STOPS

- EVERYONE LOOKS

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 188

Sc. 96

Pnl. A

Bg.

day night



Sc. 96 *cont*

Pnl. B

Bg.

day night



Dialog:

ⓑ COFF!

Action:

MAR 16 2016

Timing:

EPISODE #

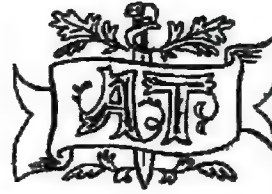
1042-245

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 189

Sc. 96 *cont* Pnl. C Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:

② I CAN SKATE WAY BETTER BETTER THAN YOU JAKE .

Action:



Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

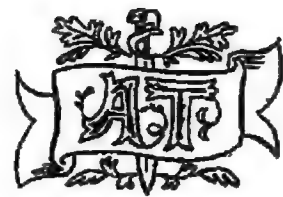
Production :

1042 245

1042 245

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ADVENTURE TIME



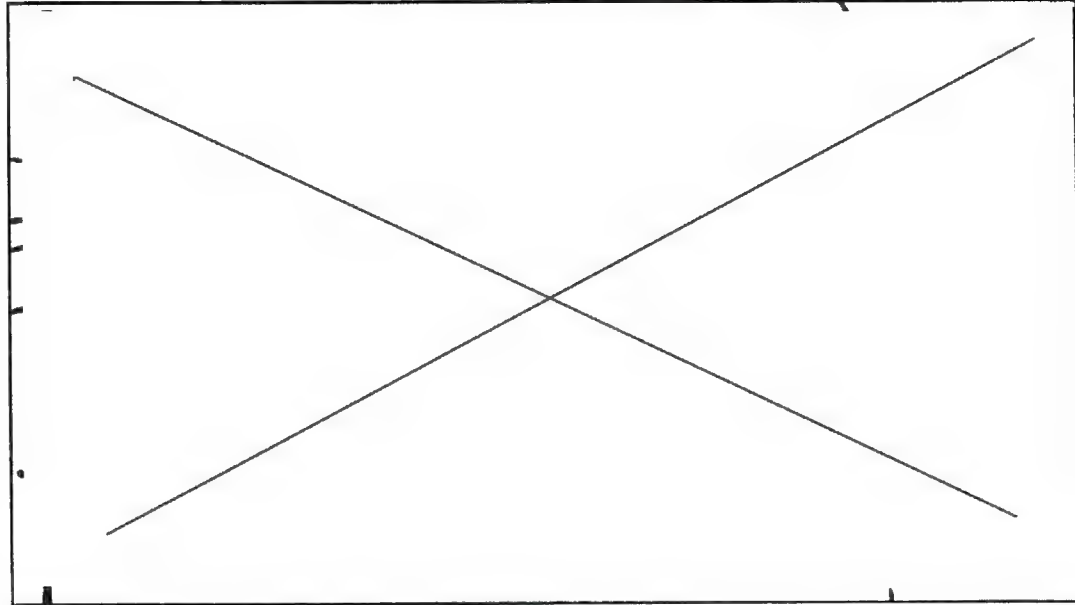
No scene 98

Page 170

Sc. 97 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<b>GANG</b> ○○○○○○!!
Action:	
Timing:	

MAR 16 2016

EPISODE # 1042-245  
Production :

1042 245

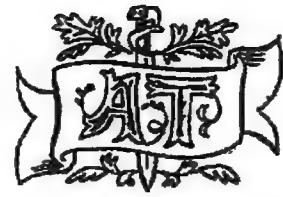
1042 245



1042 245

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ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



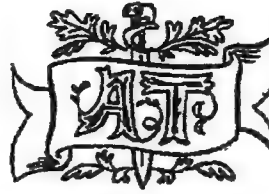
Sc. 99 *cont* Pnl. B Bg. day night



Dialog:
Action: <div>BRONWYN FRAWNS</div> <div>MAR 16 2016</div>
Timing:

1042-245  
EPISODE #  
1042 245  
Production :

# ADVENTURE TIME



Page 192

Sc. 100

Pnl. A

Bg.

day night



Sc. 100 *const* Pnl. B

Bg.

day night



Dialog:

SFX: HUMMM...

Action:

- (B)'S HORN GLOWS  
- CLOUDS GATHER AND GROW RAPIDLY

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

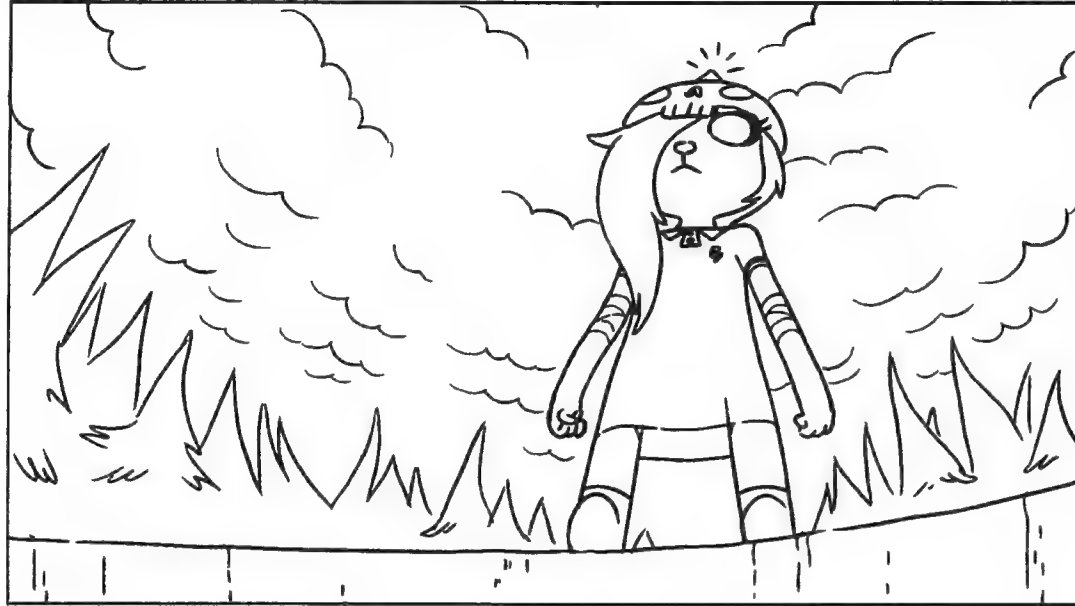
1042 245

# ADVENTURE TIME



Page 193

Sc. 100 *cont* Pnl. C Bg. day night



Dialog:

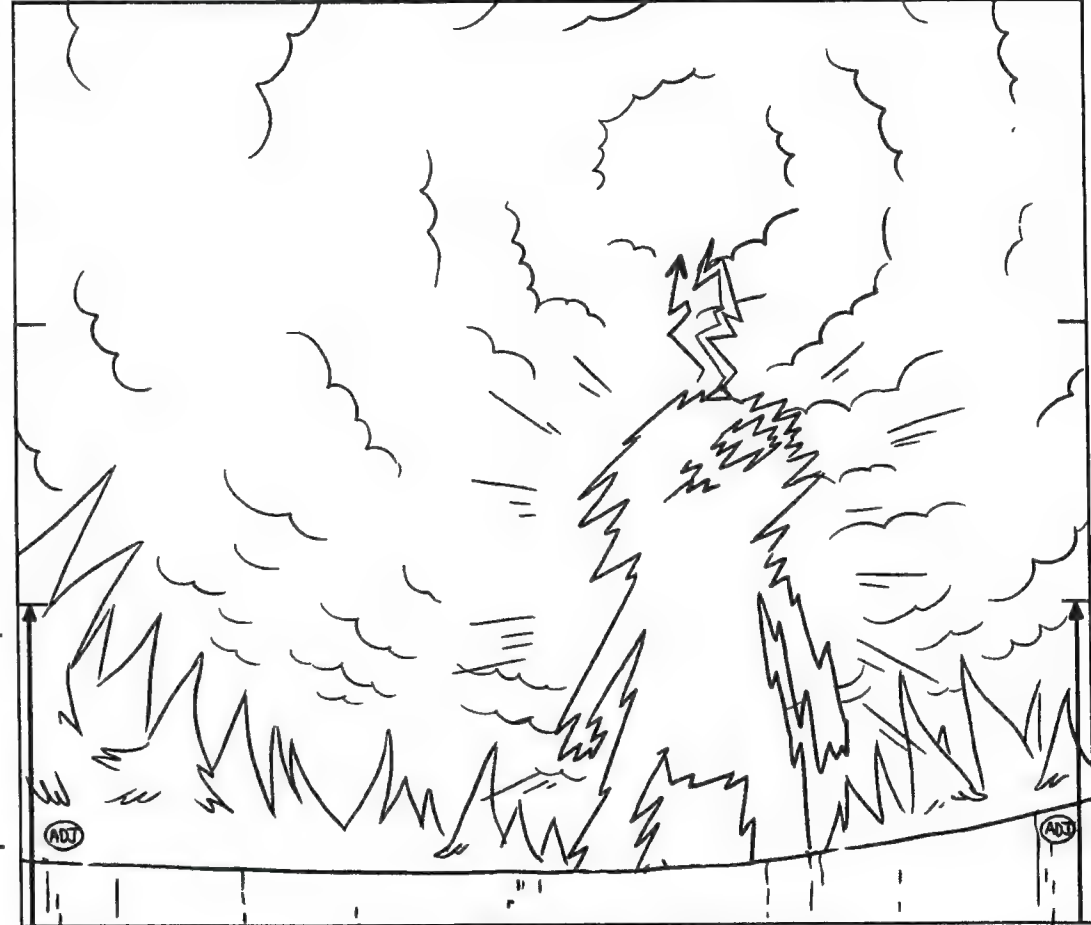
SFX: HUMMM...

Action:

-CLOUDS COMPLETELY COVER SKY

Timing:

Sc. 100 *cont* Pnl. D Bg. day night



SFX: BZZZT!!

MAR 16 2016

-BRONWYN'S BODY TURNS INTO ELECTRICITY AND SHOOTS UP TO THE CLOUDS FROM HER HORN

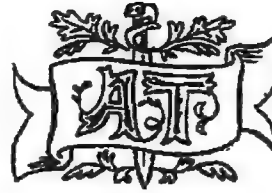
EPISODE # 1042-245

Production :

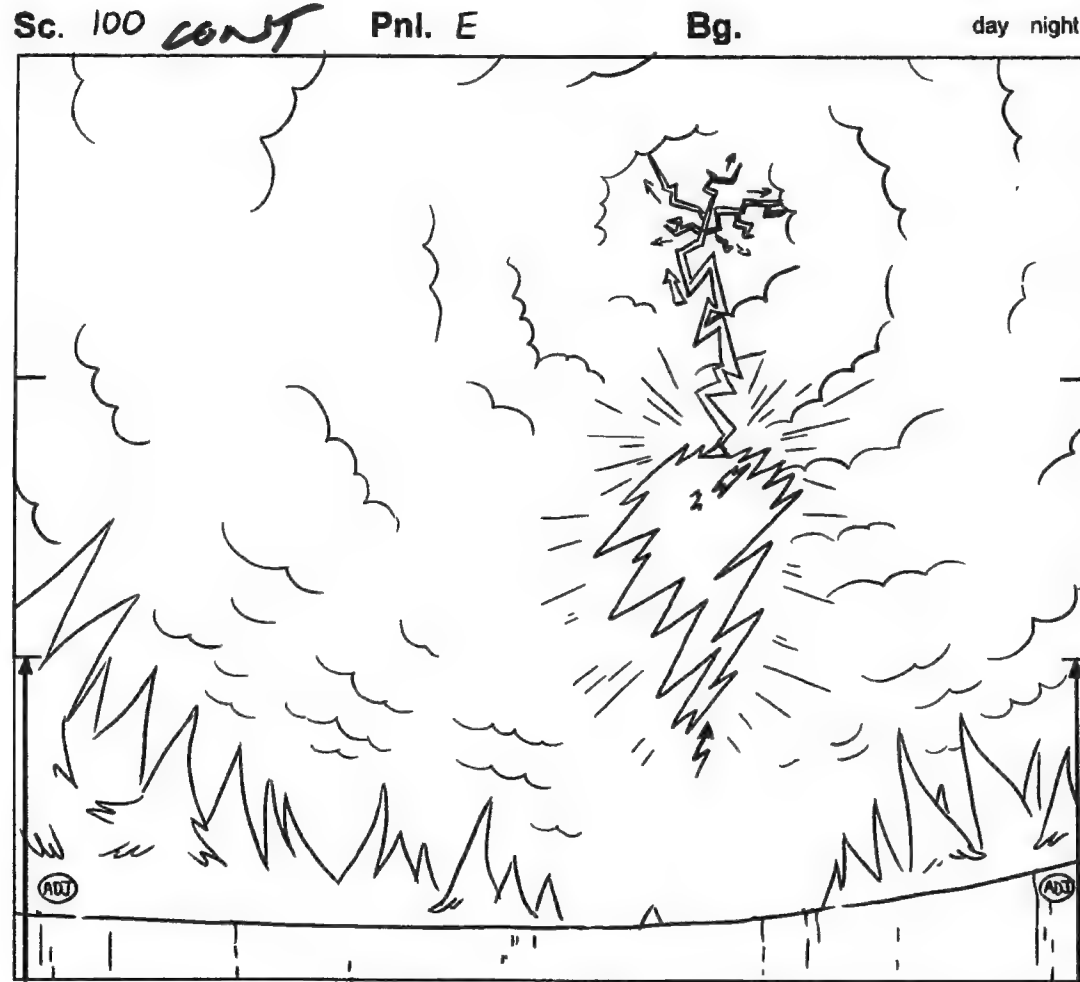
042 245

1042 245

# ADVENTURE TIME

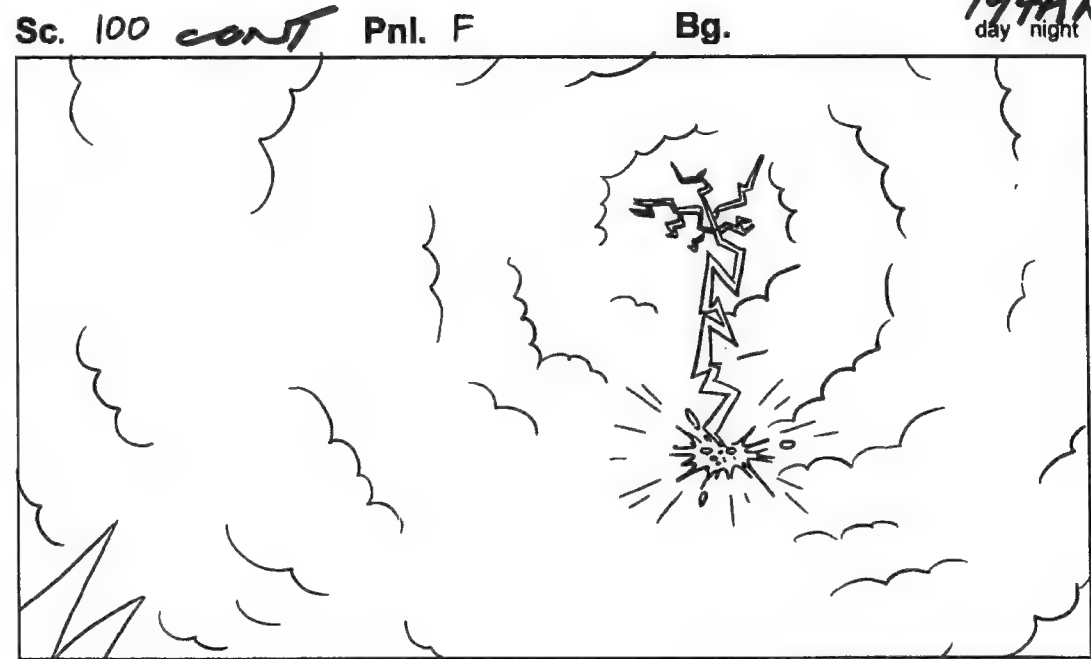


Page 194  
194A NEXT  
day night



SFX: \*CRACKLE POW\*

Timing:



SFX: POW!

-HORN EXPLODES AFTER ELECTRIFIED (B) SUCKS  
UP INTO HORN

MAR 16 2016

EPISODE # 1042-245

Production :



# ADVENTURE TIME



Page 194 A  
195 MAY  
day night

Sc. 100 *cont* Pnl. G Bg. day night



Sc. 100 *cont* Pnl. H Bg. day night



Dialog:

SFX: \*CRACKLE POW\*

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

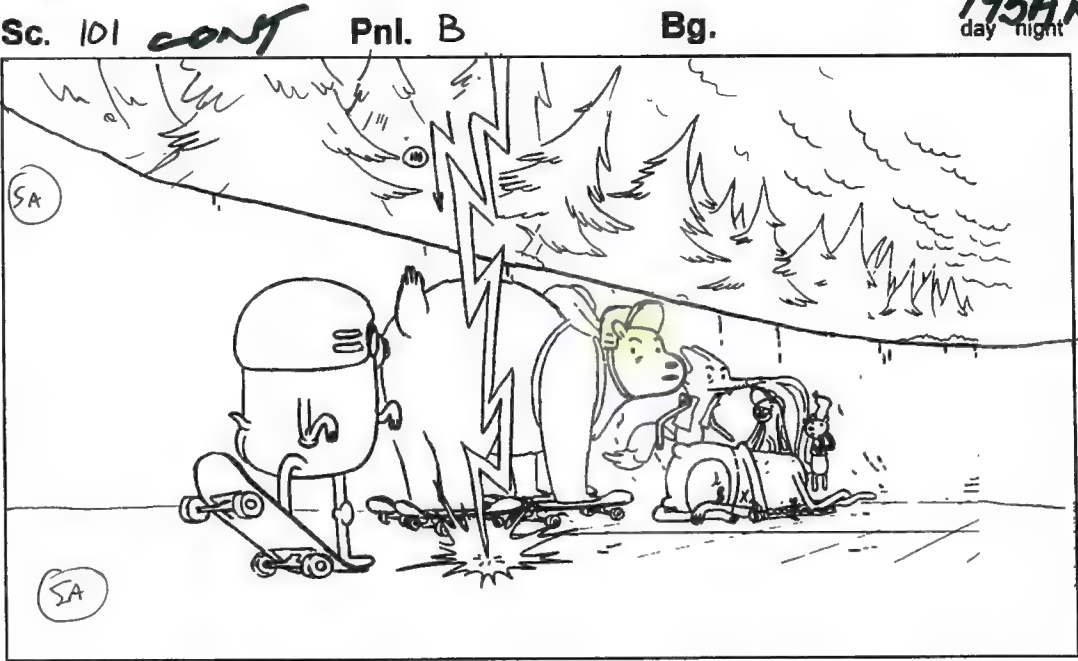
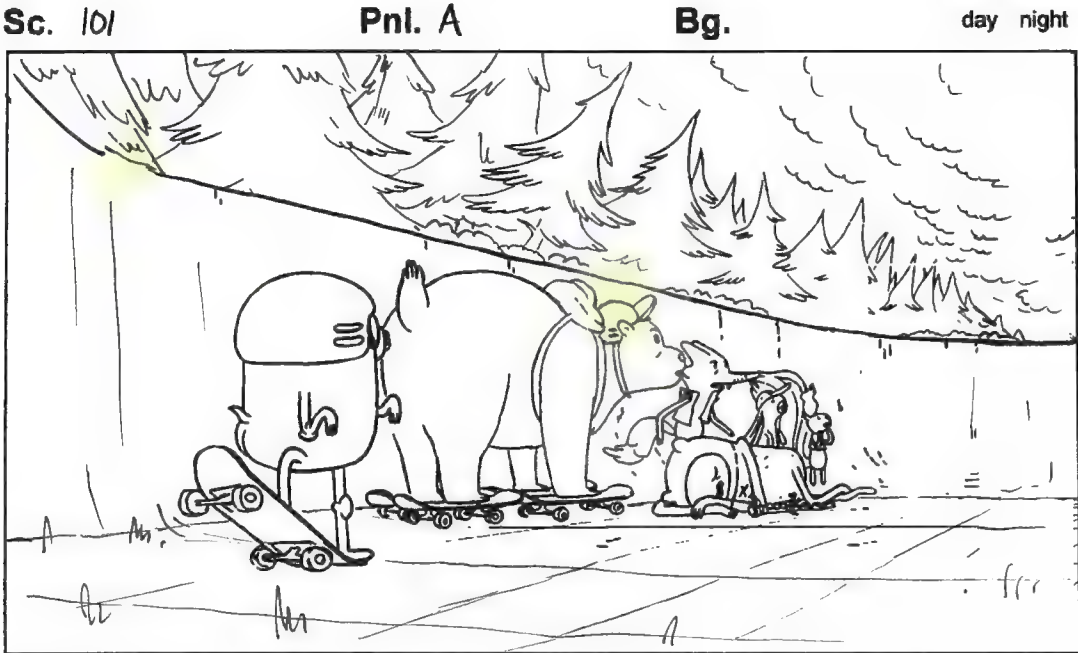
Production :

1042 245

1042 245

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ADVENTURE TIME

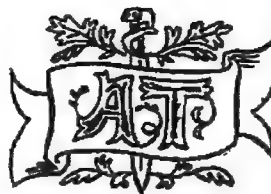


Dialog:	SFX: Pow!
Action:	Ⓑ AS LIGHTNING STRIKES IN FRONT OF JAKE. MAR 16 2016
Timing:	

1042-245  
EPISODE #  
1042 245  
Production :

1042 245

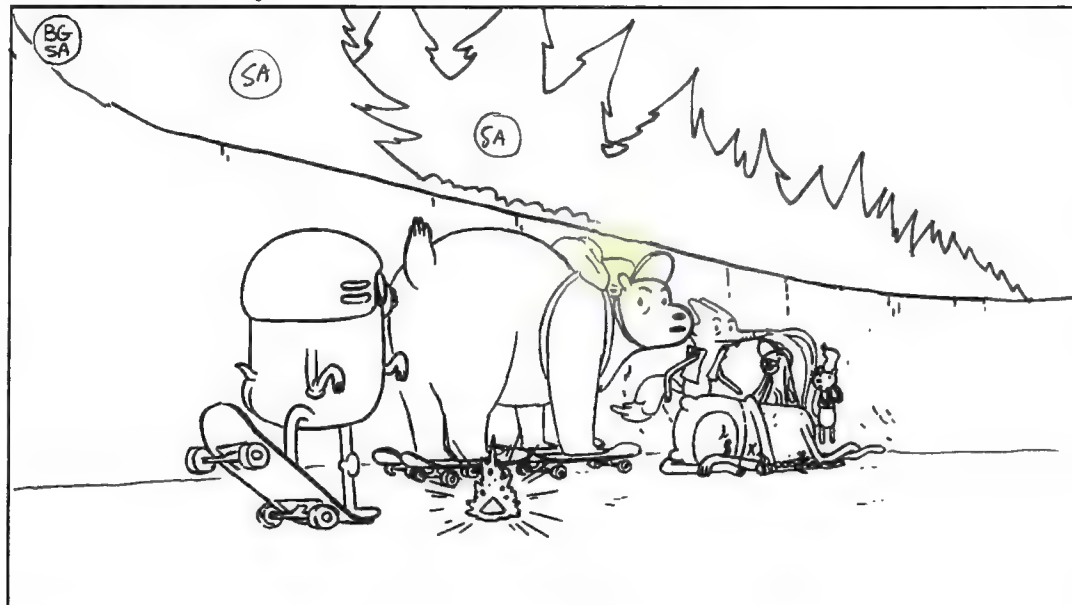
# ADVENTURE TIME



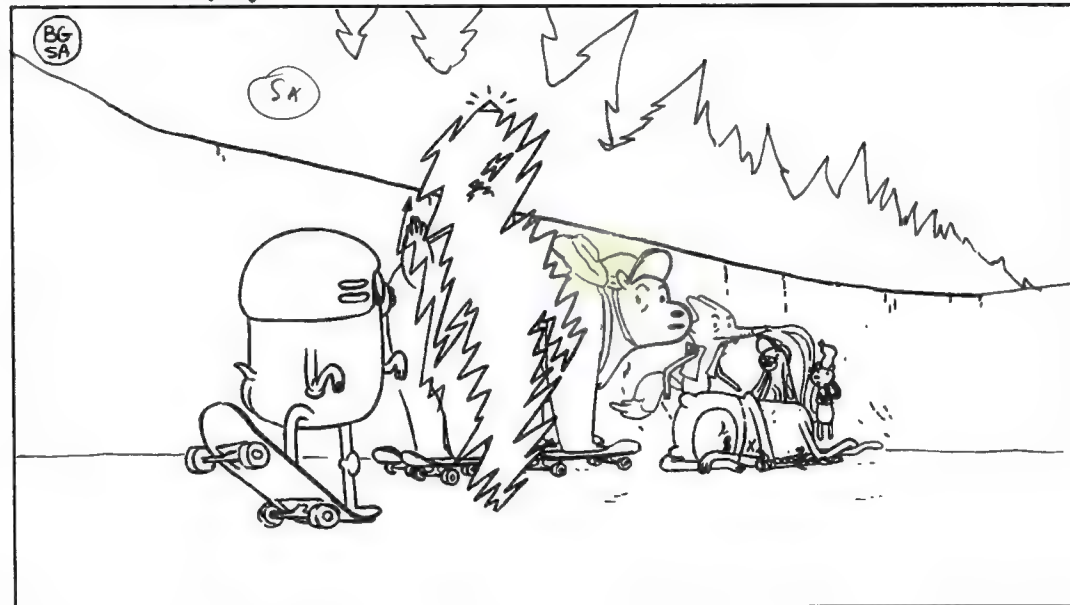
Page 195A

195A NEXT  
day night

Sc. 101 *cont* Pnl. C Bg. day night



Sc. 101 *cont* Pnl. D Bg. day night



Dialog:

SFX: CRACKLE! VOOM

Action:

BRONWYN'S HORN REFORMS

ⓑ's HORN SHOOTS UP WITH ELECTRICITY  
RE-FORMING ⓑ

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

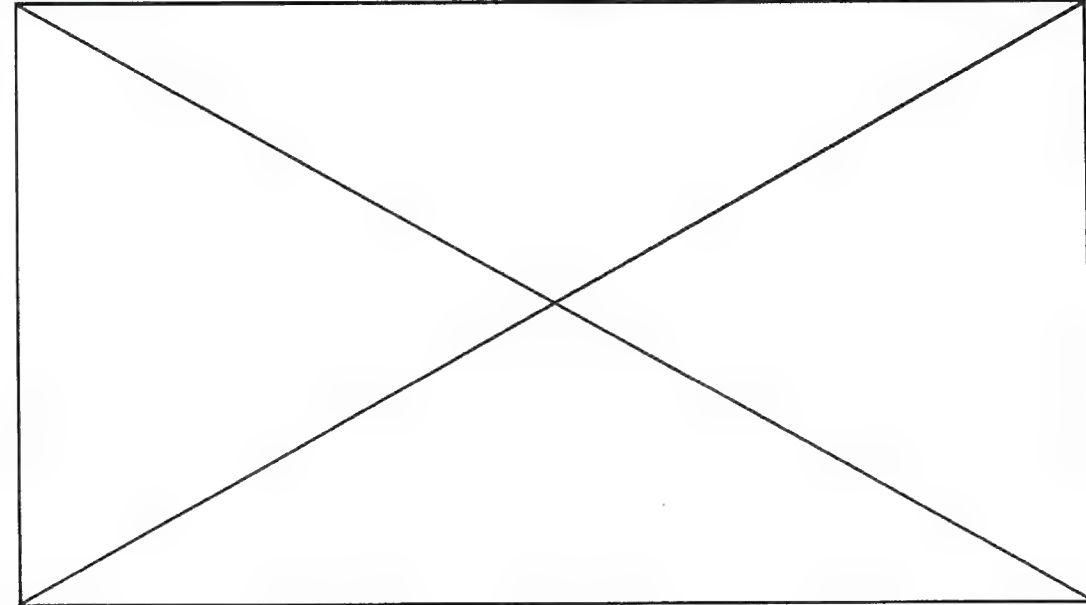
Page 195B

**196 NEXT**  
day night

**day**   **night**

**Sc.**

**Bg.**

**Timing:**

MAR 16 2016

EPISODE # 1042-245

**Production :**

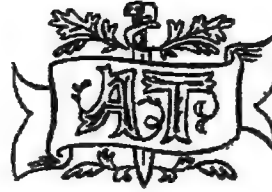
1042 245

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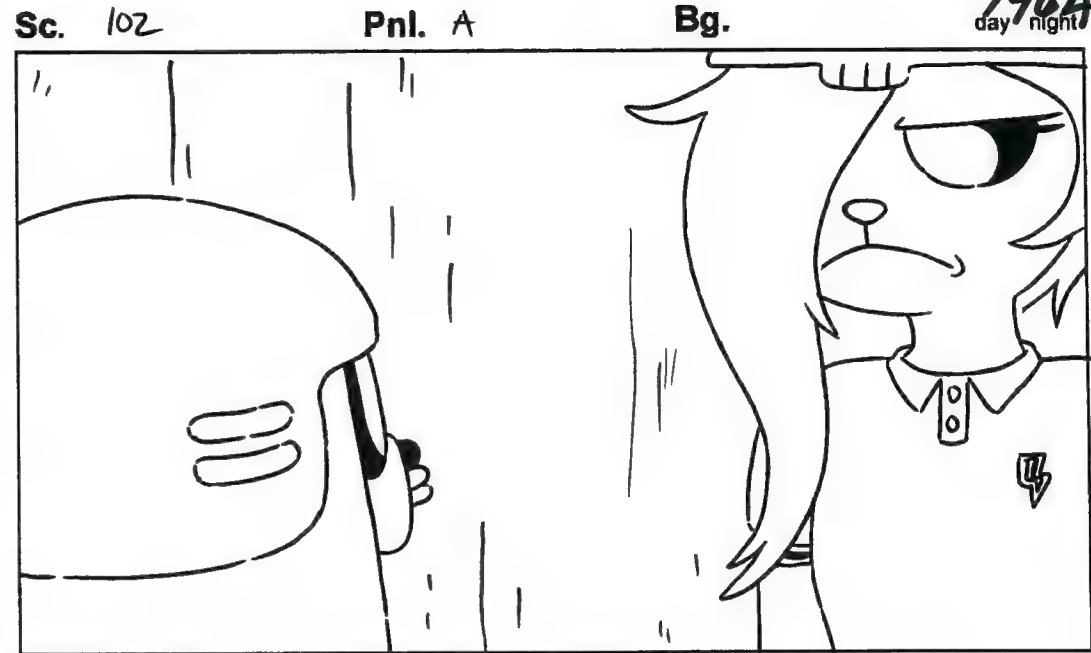
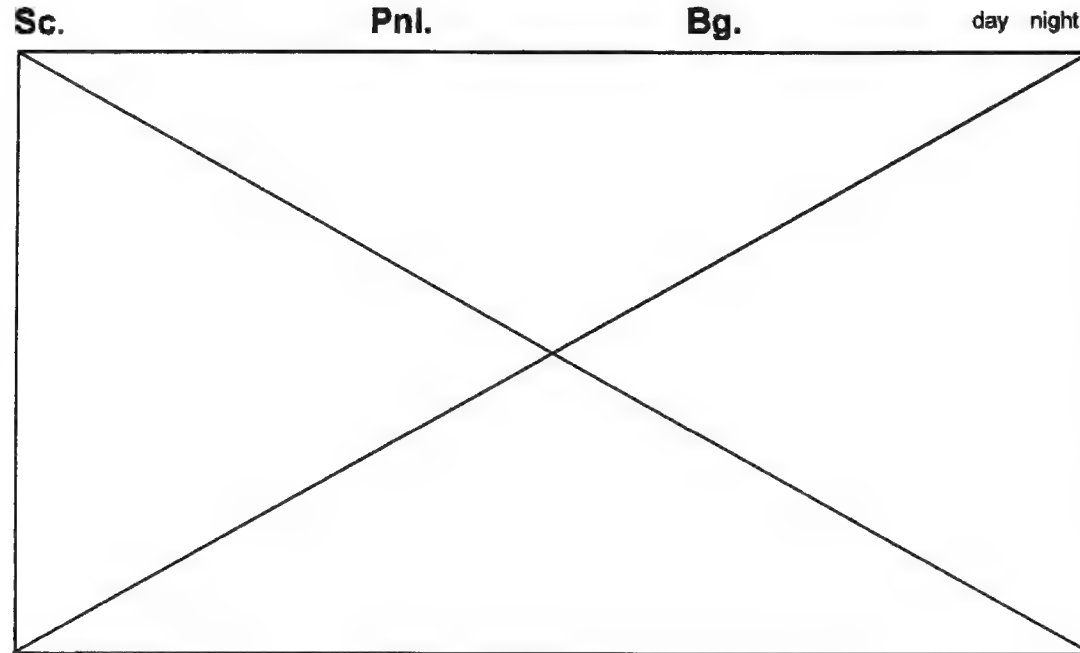
1042 245



# ADVENTURE TIME



Page 196  
196A NEXT  
day night



Dialog:
Action:
Timing:

MAR 16 2016

EPISODE # 1042-245

Production :

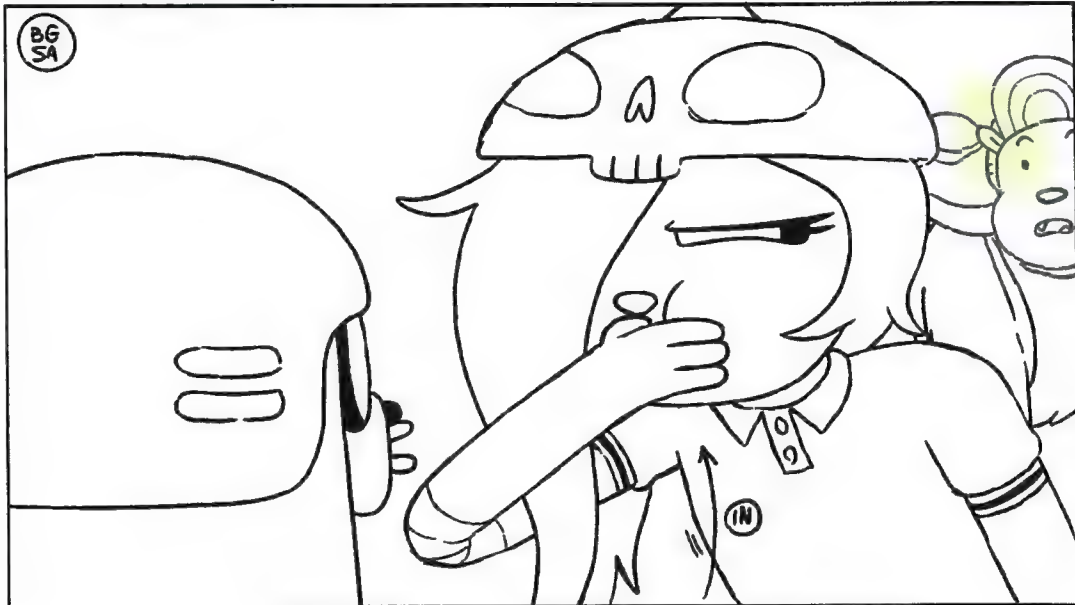
ADVENTURE TIME



Sc. 102 CONT Pnl. B Bg. day night



Sc. 102 CONT Pnl. C Bg. day night



Dialog:	ⓑ I CHALLENGE YOU TO A THRASH OFF.	ⓑ ≡ COUGH ≡
Action:		
Timing:		

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

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1042 245

1042 245

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ADVENTURE TIME



Sc. 102 *CONT* Pnl. D Bg. day night Sc. Pnl. Bg.

Page 197  
197A *NEXT*  
day night



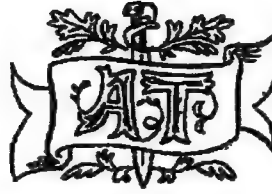
Dialog:	
(GANG) OOH!!	
Action:	(ADJ) → TO GANG FLIPPING OUT AND FINN WAKING UP.
Timing:	MAR 16 2016

1042-245 EPISODE # Production :

1042 245

1042 245

# ADVENTURE TIME



Page 197A  
198197  
day night

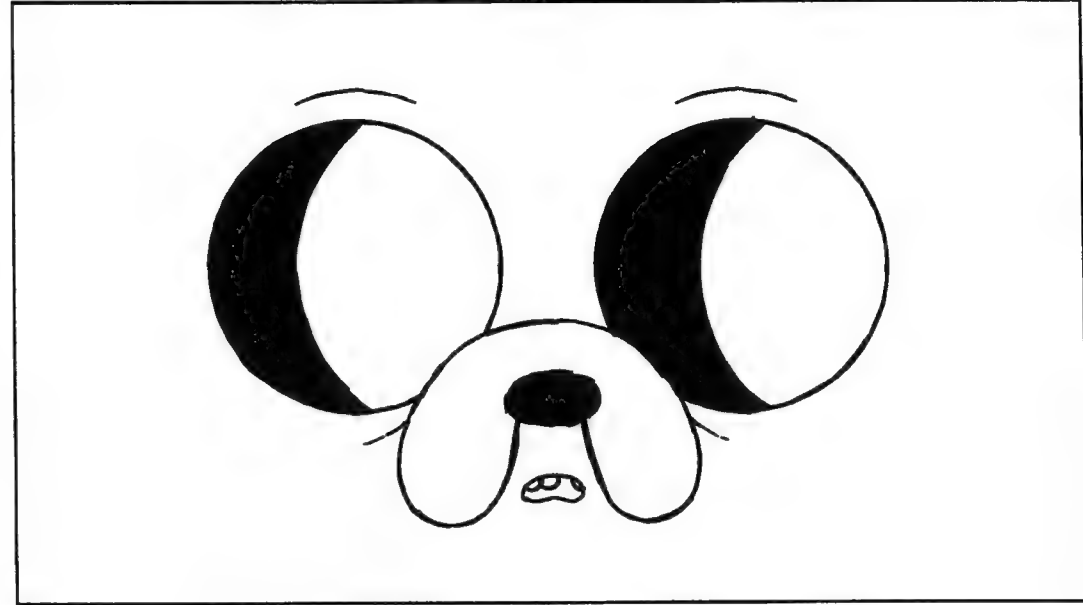
Sc. 102 *cont* Pnl. E Bg.

day night

Sc. 103

Pnl. A

Bg.



Dialog:

(F) BUH?

(B) (O/S) THE WINNER IS DECLARED --

Action:

- FINN SITS UP.

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

1042 245

1042 245



# ADVENTURE TIME

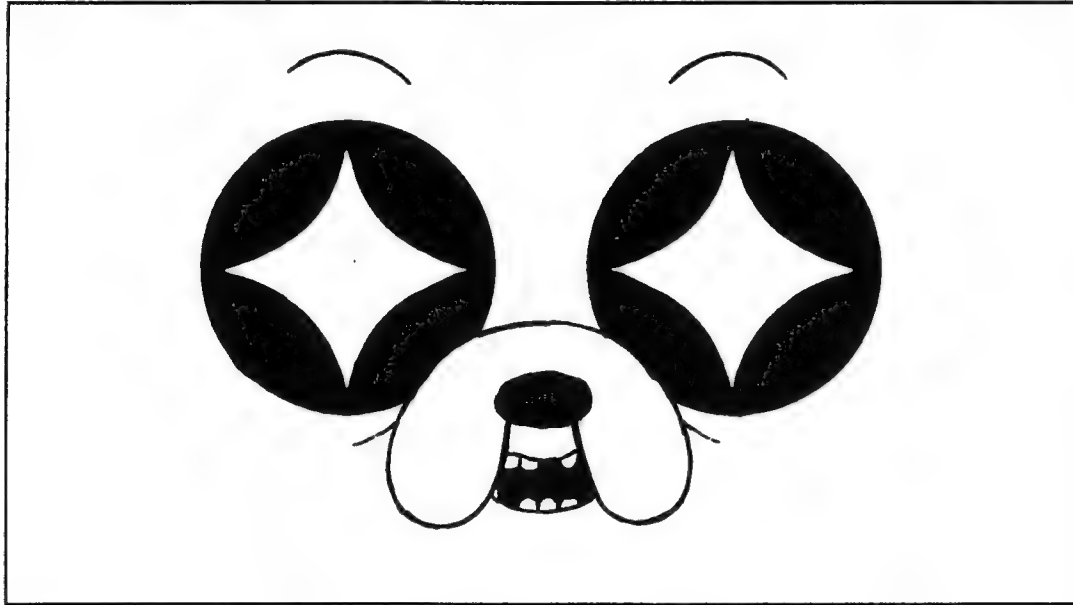


Page 198

Sc. 103 *cont* Pnl. B

Bg.

day night

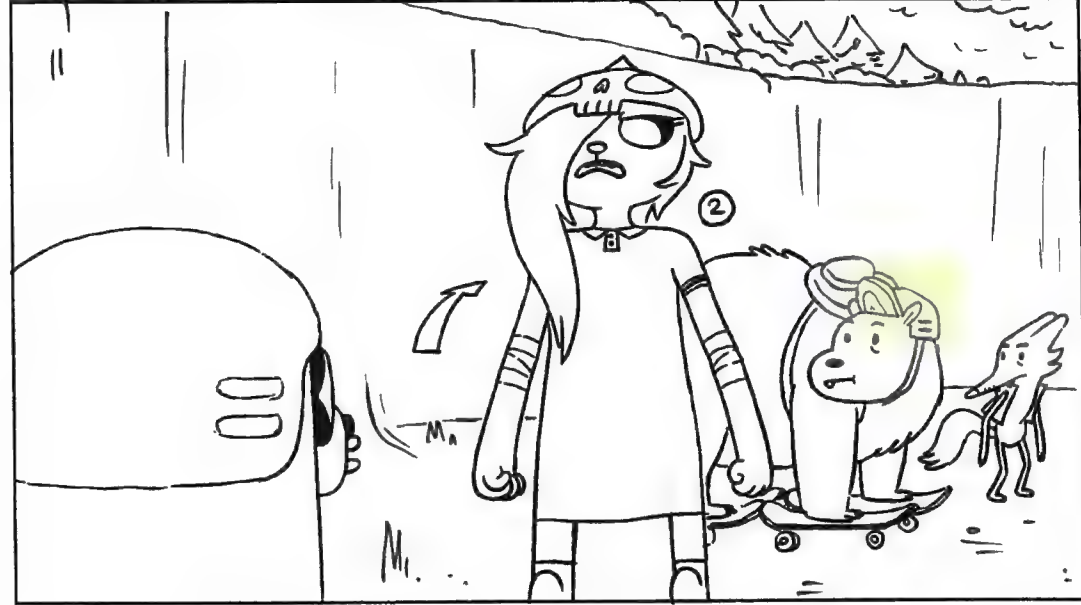


Sc. 104

Pnl. A

Bg.

day night



Dialog:

② (OK) - UNDENIABLY COOL.

Action:

Timing:



② THE LOSER IS BANNED FROM THE SKATE PARK.

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

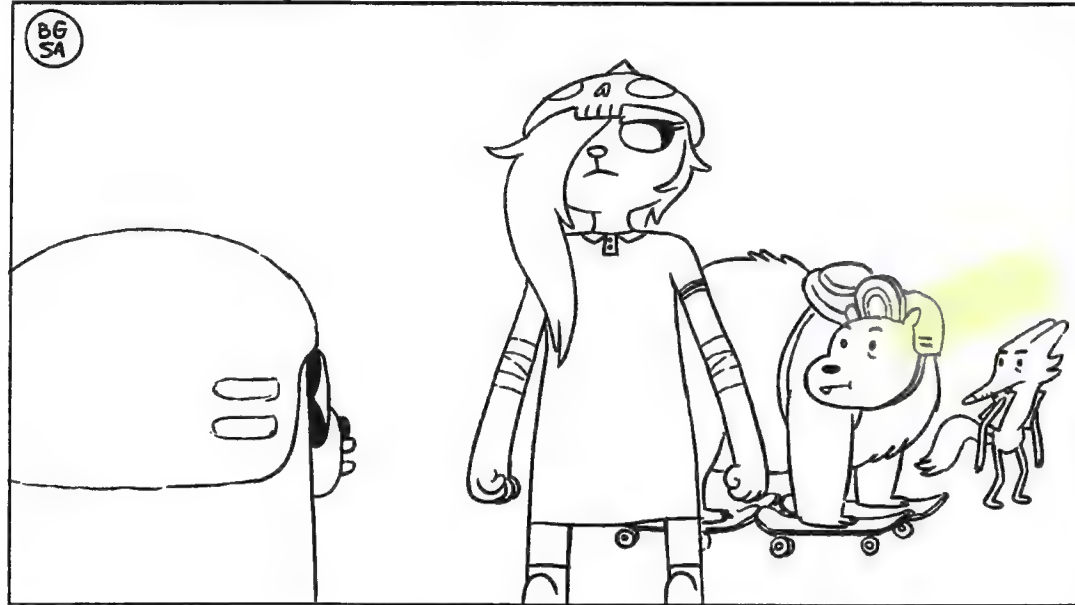
1042 245

# ADVENTURE TIME



Page 199

Sc. 104 *cont* Pnl. B Bg. day night



Sc. 104 *cont* Pnl. C Bg. day night



Dialog:

(J) I CAN LIVE WITH THAT!

(B) WHATEVER, ...

Action:

- B. SKATES OFF/S

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

1042 245

# ADVENTURE TIME

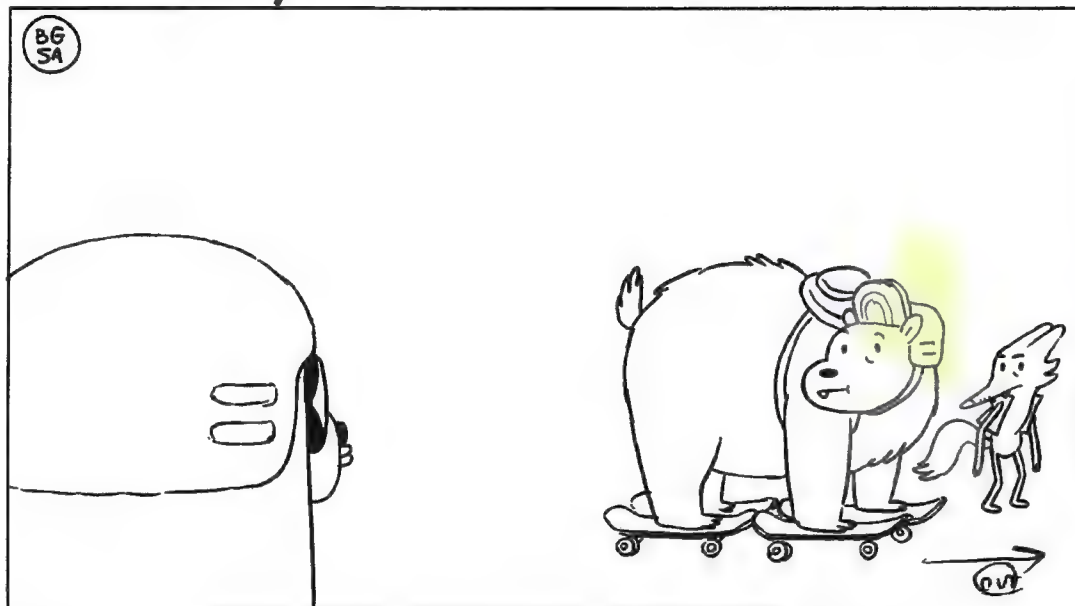


Page 200

Sc. 104 *cont* Pnl. D

Bg.

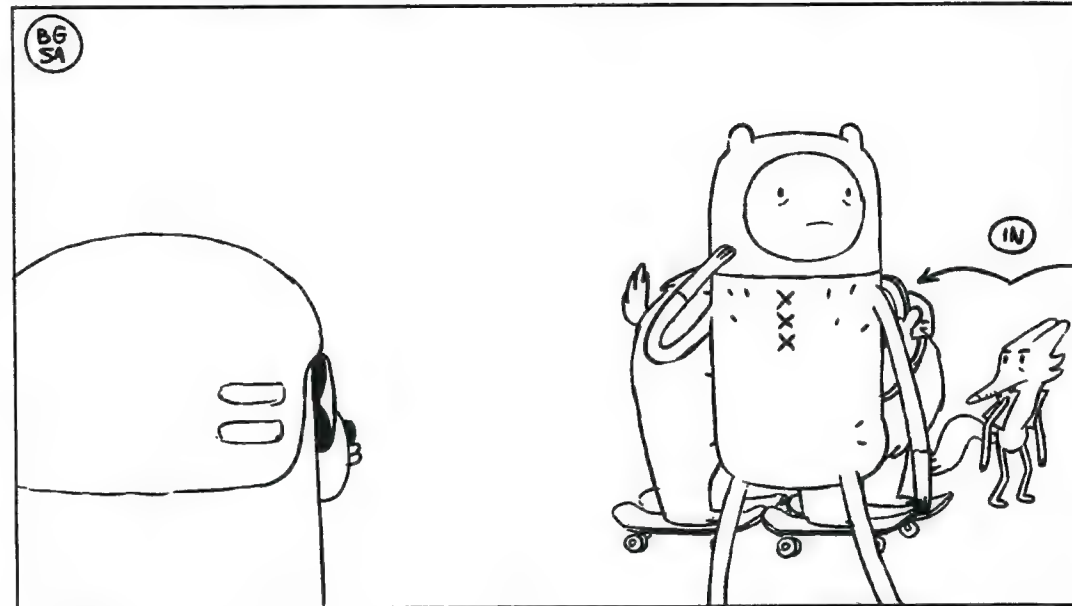
day night



Sc. 104 *cont* Pnl. E

Bg.

day night



Dialog:

(B) [SMALL COUGH]

Action:

-F. WALKS ON/S.

MAR 16 2016

Timing:

BG SA

EPISODE # 1042-245

Production :

1042 245

1042 245

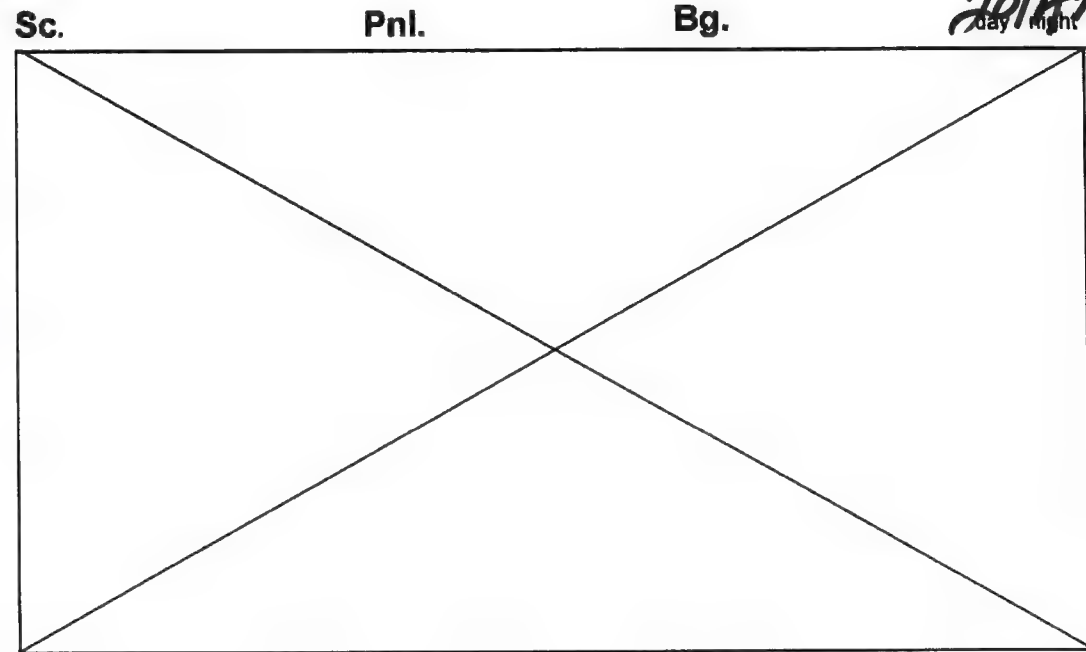
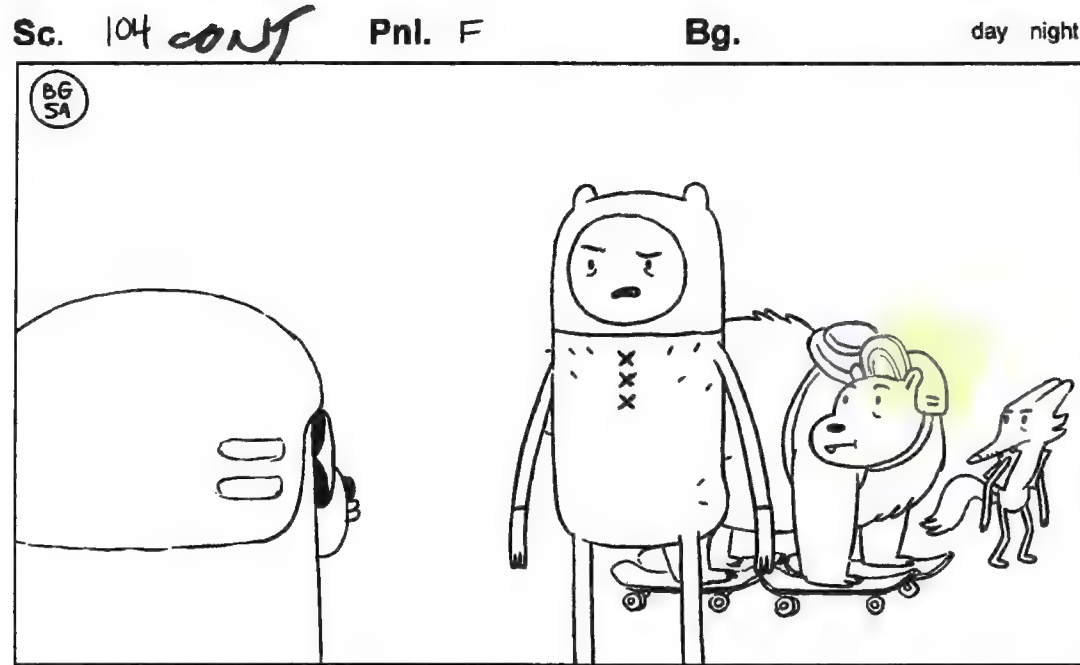
1042 245

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# ADVENTURE TIME



Page 201  
201A-NEXT  
day night



Dialog:

Ⓕ DUDE, YOU'RE REALLY GONNA BAN YOUR OWN GRANDAUGHTER  
FROM HER OWN SKATEPARK

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 201A

202 NEXT

Sc.

Pnl.

Bg.

day night

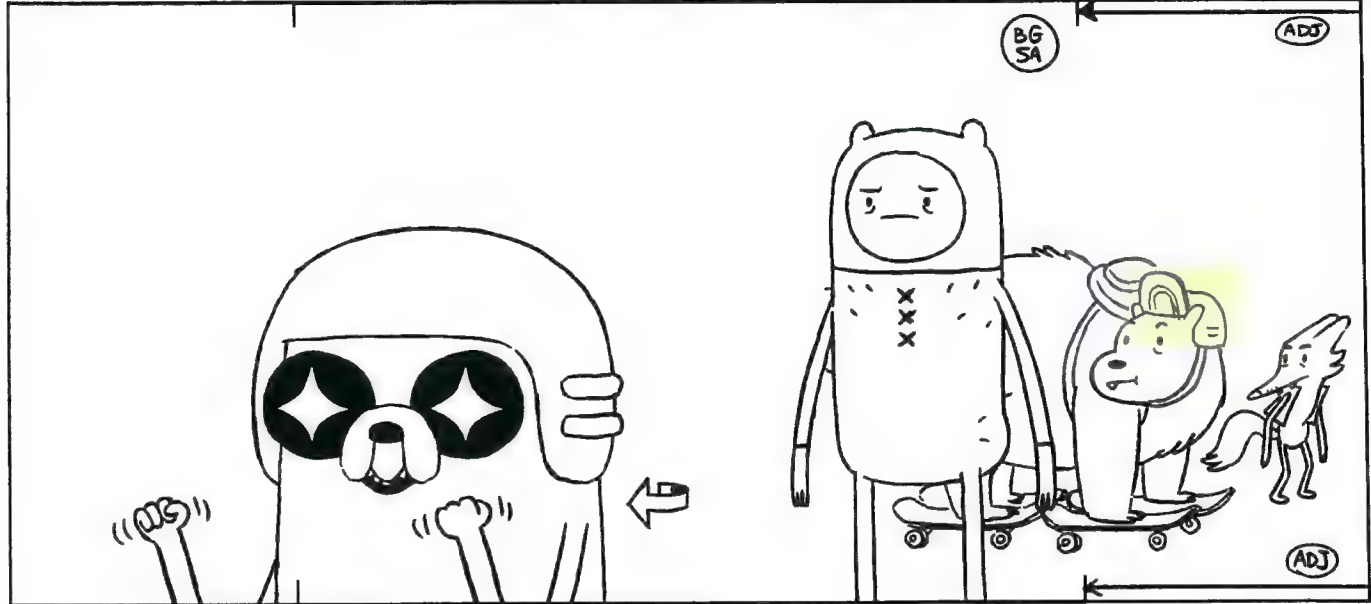
Sc.

104

CONT

Pnl. G

Bg.



Dialog:

⑤ MAN, I HOPE SO ...

Action:

⑥ ADJ WITH JAKE'S TURN

Timing:

MAR 16 2016

EPISODE #

1042-245

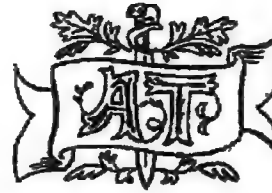
Production :

1042 245

1042 245



# ADVENTURE TIME



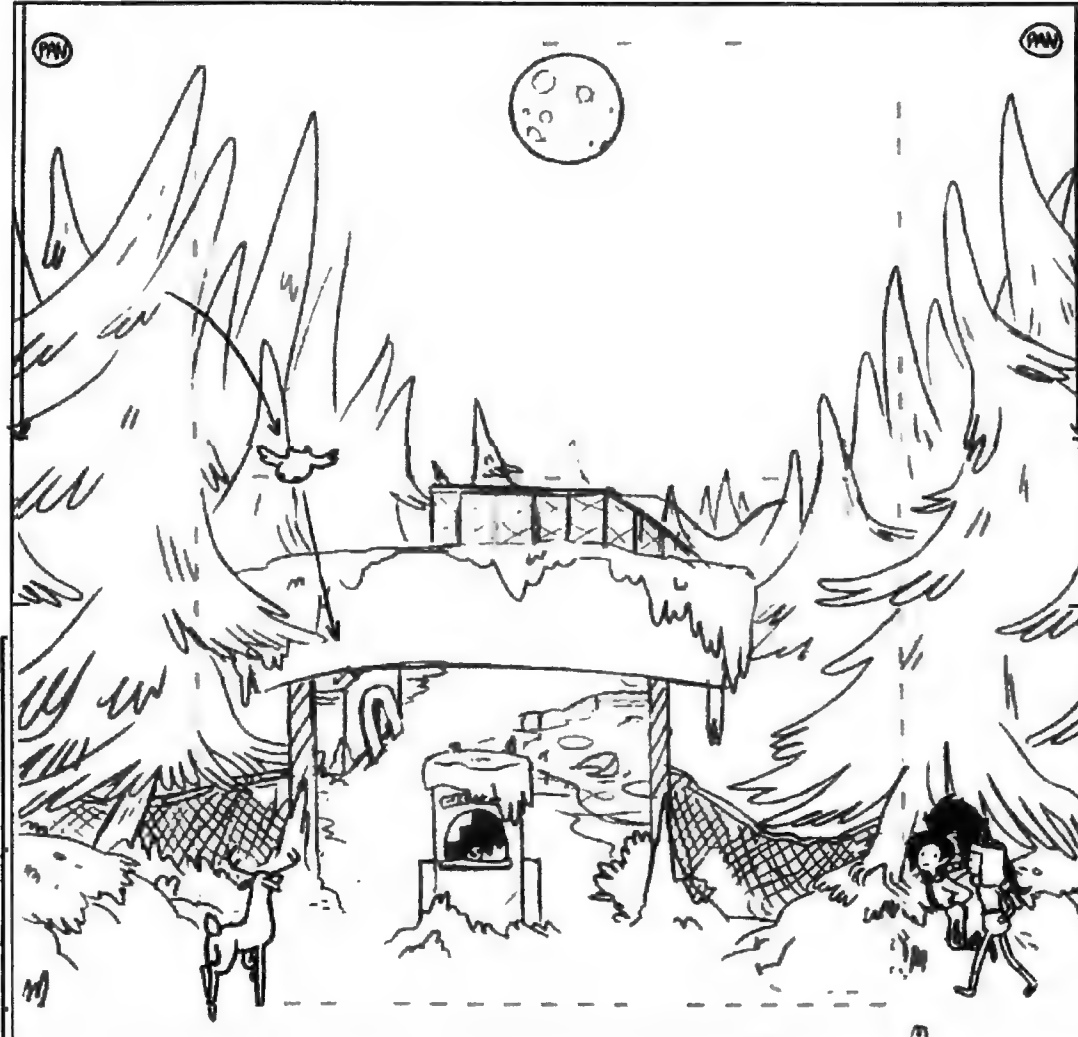
Page 202

Sc. 105

Pnl. A

Bg.

day night



Sc. 105 *cont*

Pnl. B

Bg.

day night



- **PAN DOWN**  
- FOREST ANIMALS SCAMPER INTO PARK. (M) + (PB) ARE WALKING BY AND NOTICE.

MAR 16 2016

LATER THAT NIGHT, SEE TOP OF ROLLER COASTER

EPISODE # 1042-245

Production :

1042 245

1042 245

# ADVENTURE TIME



Page 203

203A-NEXT

Sc. 106

Pnl. A

Bg.

day night



Sc. 106 CONT

Pnl. B

Bg.



Dialog:

SFX: [CROWD BANTER]

Action:

- SHOTS OF ANIMALS GETTING SEATS  
TO WATCH COMPETITION.

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

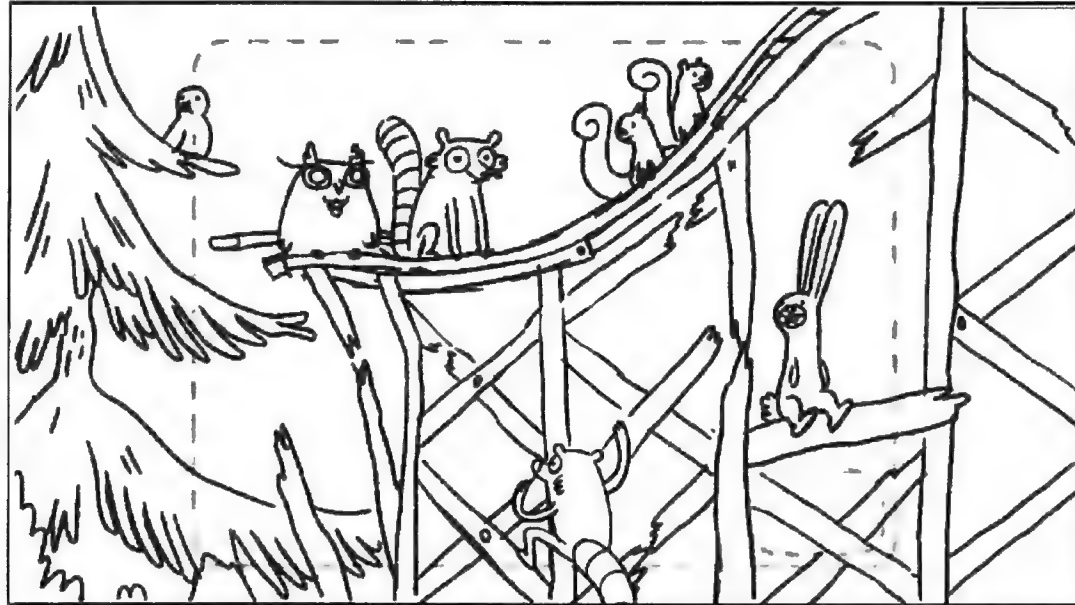
1042 245

# ADVENTURE TIME

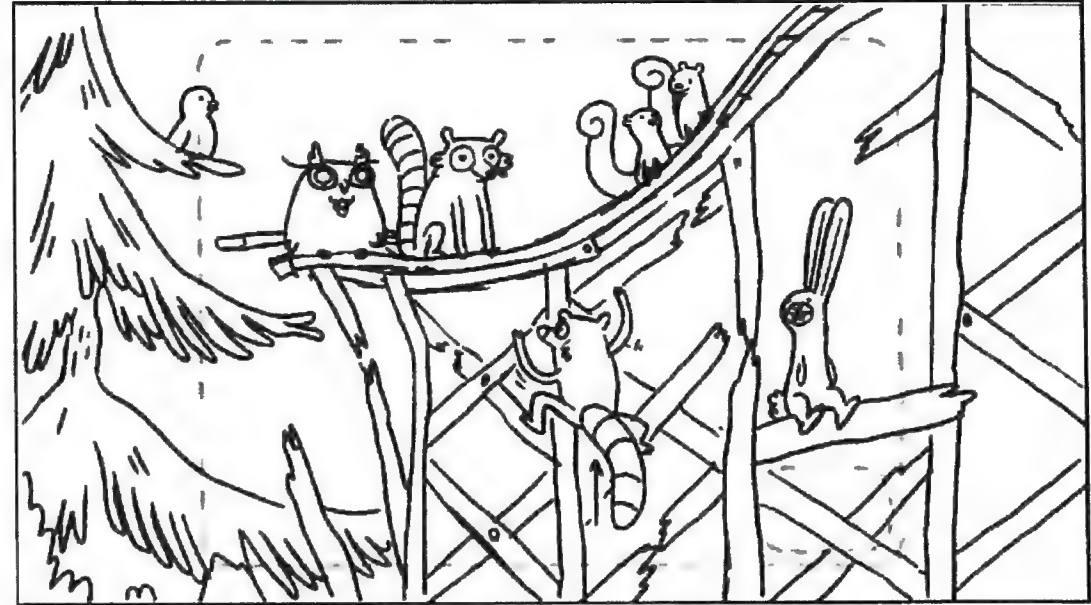


Page 203A

Sc. 107 Pnl. A Bg. day night



Sc. 107 cont Pnl. B Bg. day night 204 NEXT



Dialog:

SFX : [CROWD BANTER]

Action:

SHOTS OF ANIMALS GETTING SEATS  
TO WATCH COMPETITION.

MAR 16 2016

Timing:

1042-245

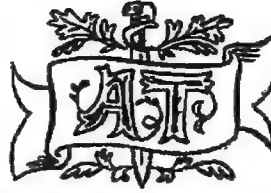
EPISODE #

Production :

1042 245

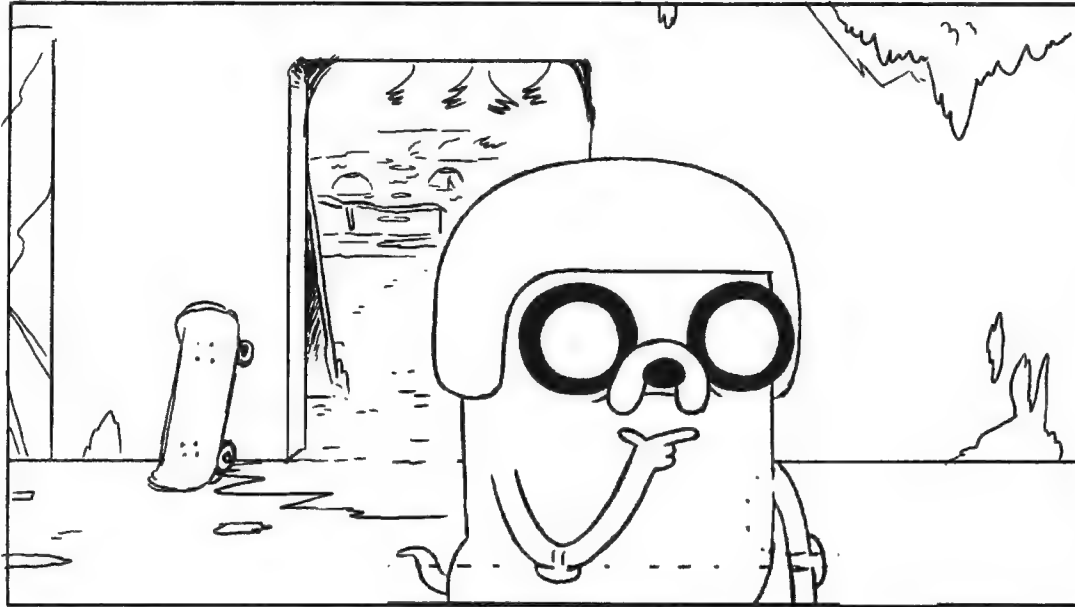


# ADVENTURE TIME

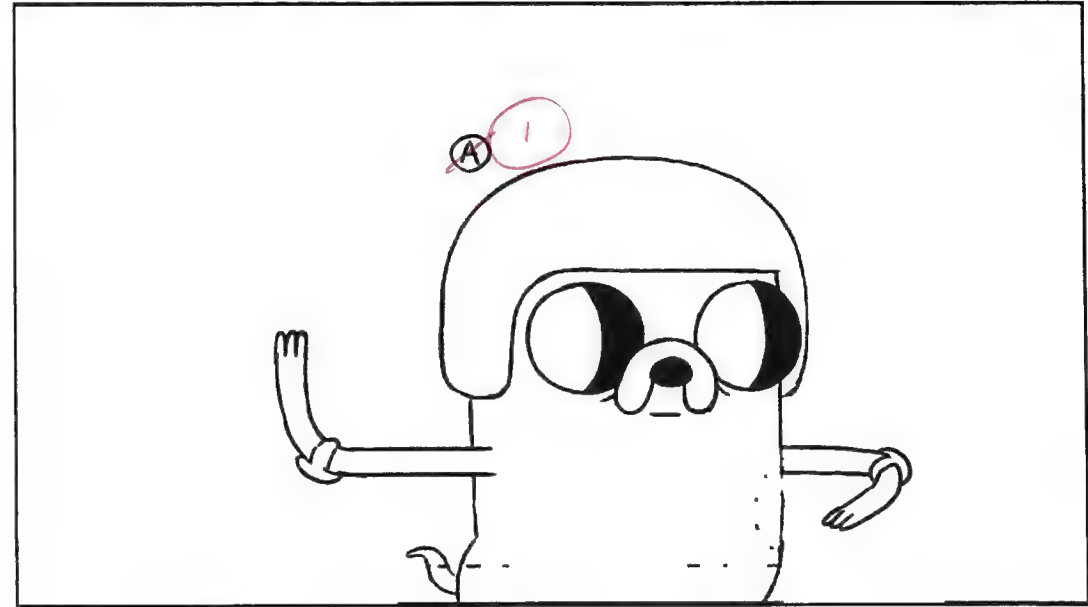


Page 204  
204A NEXT  
day night

Sc. 108 Pnl. A Bg. day night



Sc. 108 cont Pnl. B Bg.



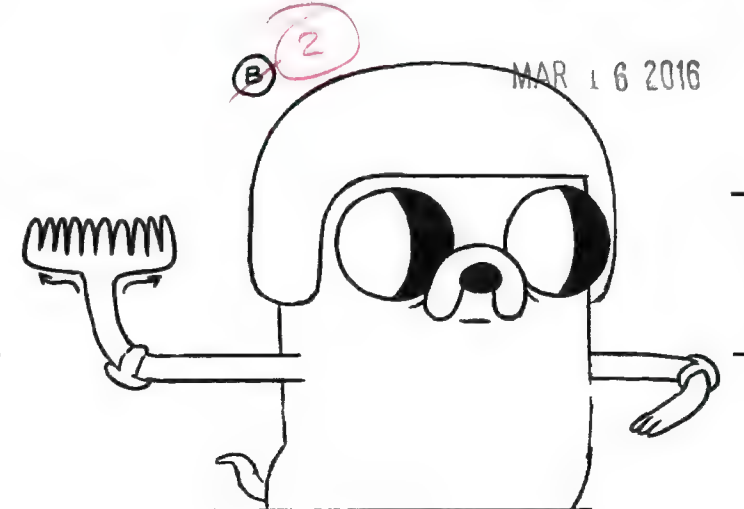
Dialog:

③ HMM.

Action:

- J. STRETCHES  
HAND TO COMB.

Timing:



1042-245

EPISODE #

1042 245

Production :

1042 245

1042 245

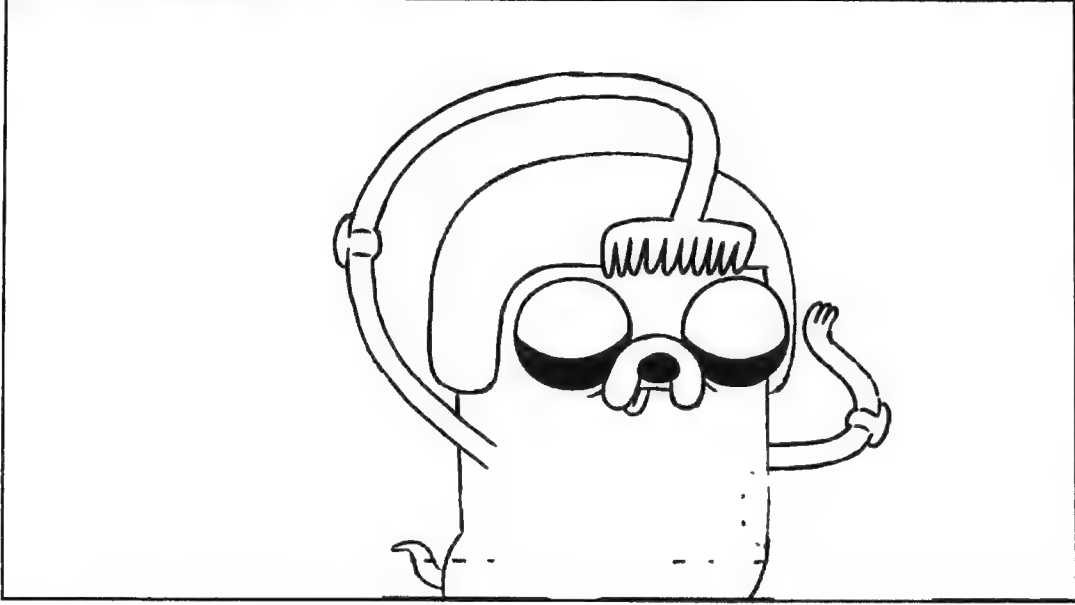
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# ADVENTURE TIME

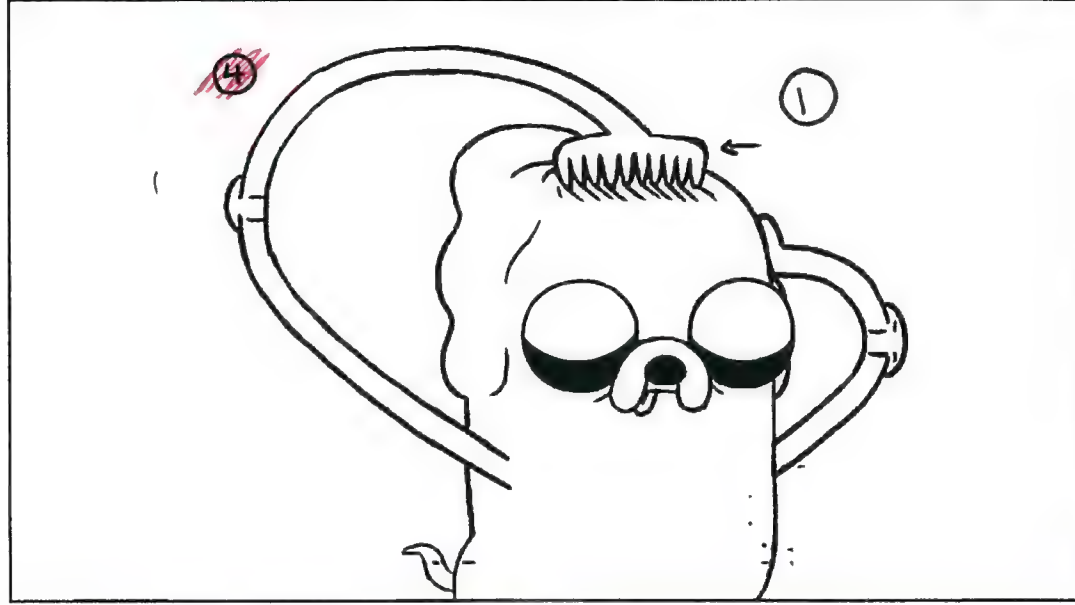


Page 204A  
205 NEXT  
day night

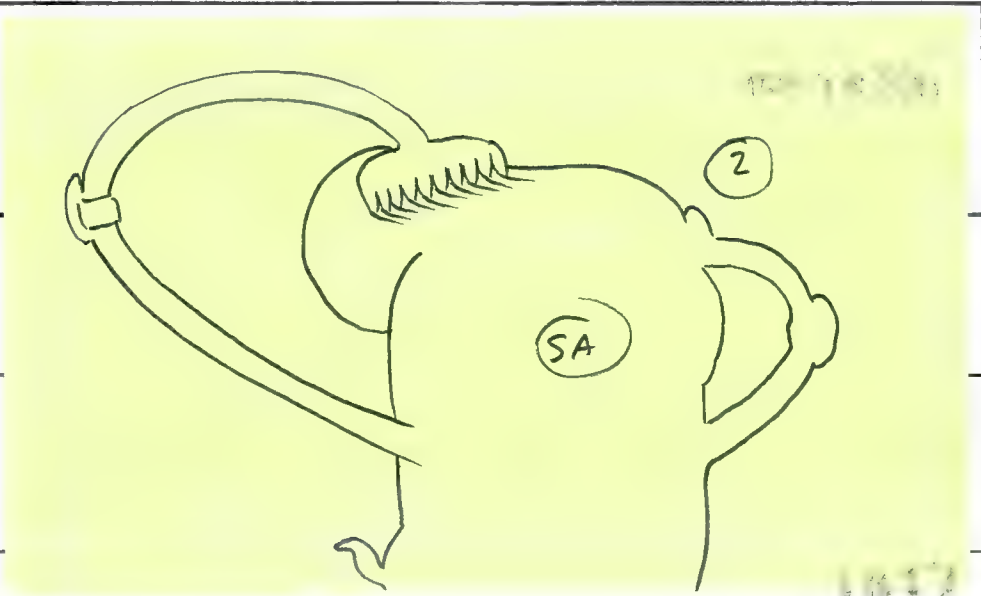
Sc. 108 *cont* Pnl. C Bg. day night



Sc. 108 *cont* Pnl. D Bg. day night



Dialog:
Action: Jake combs skin helmet with "comb hand"
Timing:



1042-245

EPISODE #

1042 245

Production :

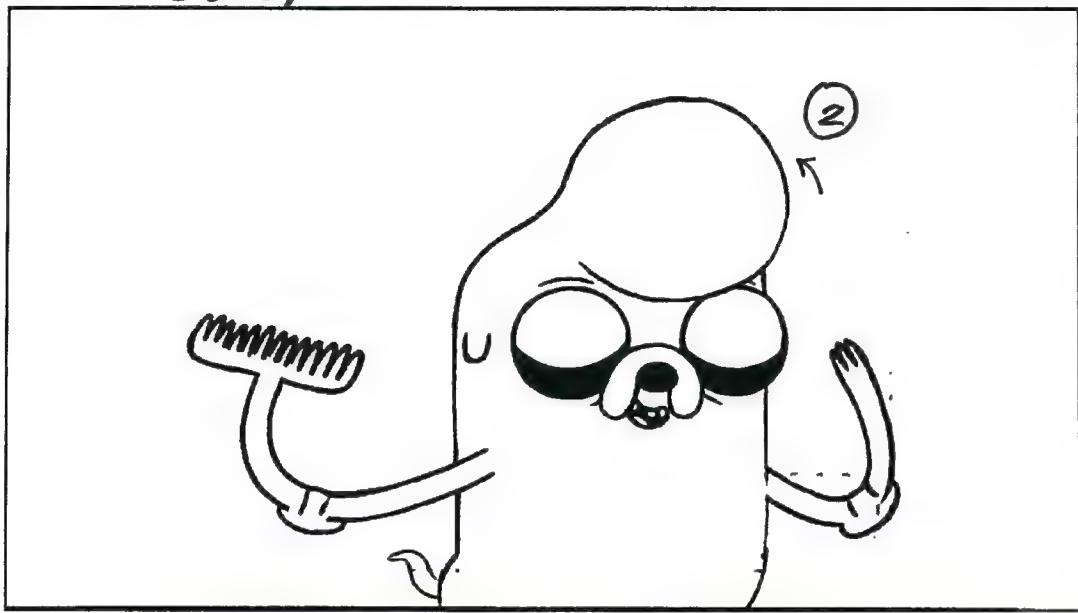


ADVENTURE TIME



Page 205  
NO PGS 206-209  
day night

Sc. 108 *CONT* Pnl. E Bg. day night



Sc. 108 *CONT* Pnl. F Bg. day night



⑤ YEA, REAL COOL.

Jake combs hair into Pompador

MAR 16 2016

1042-245

EPISODE #

1042 245

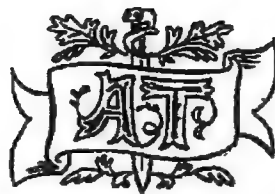
Production :

1042 245

1042 245

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ADVENTURE TIME

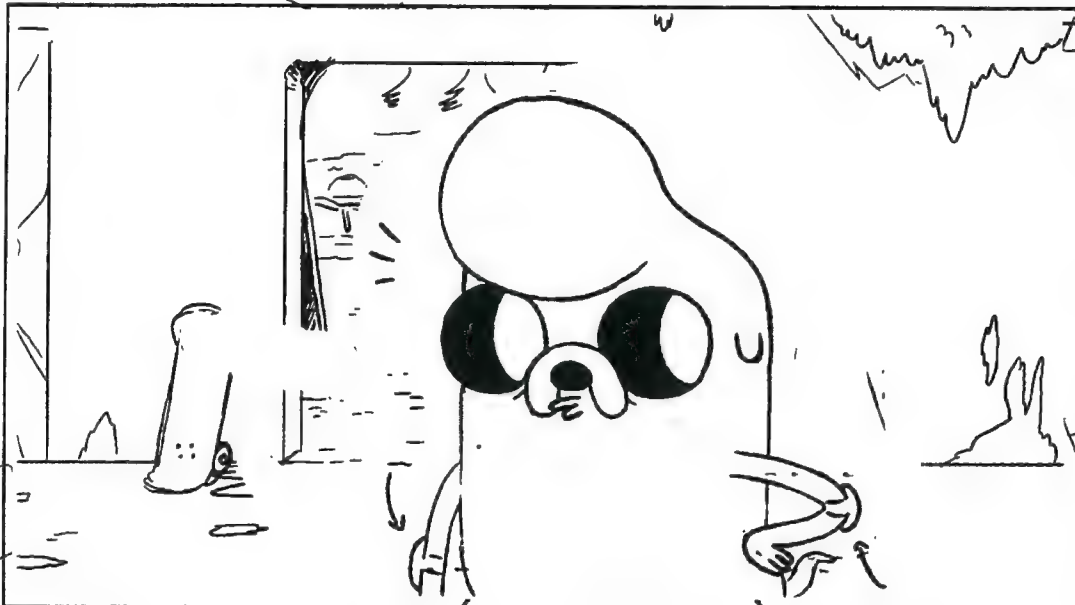


Page 210

Sc. 108 *cont* Pnl. G

Bg.

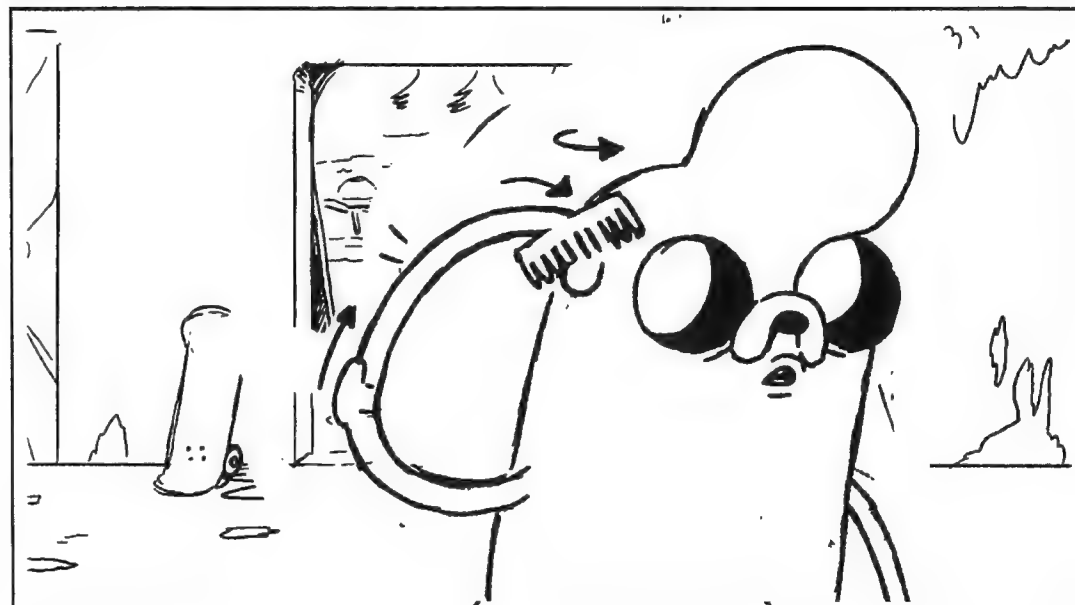
day night



Sc. 108 *cont* Pnl. H

Bg.

day night



Dialog:

BEAR: (DISTANT) HEY !!! IT'S TIME!

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

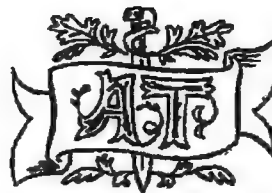
Production :

1042 245

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1042 245

# ADVENTURE TIME



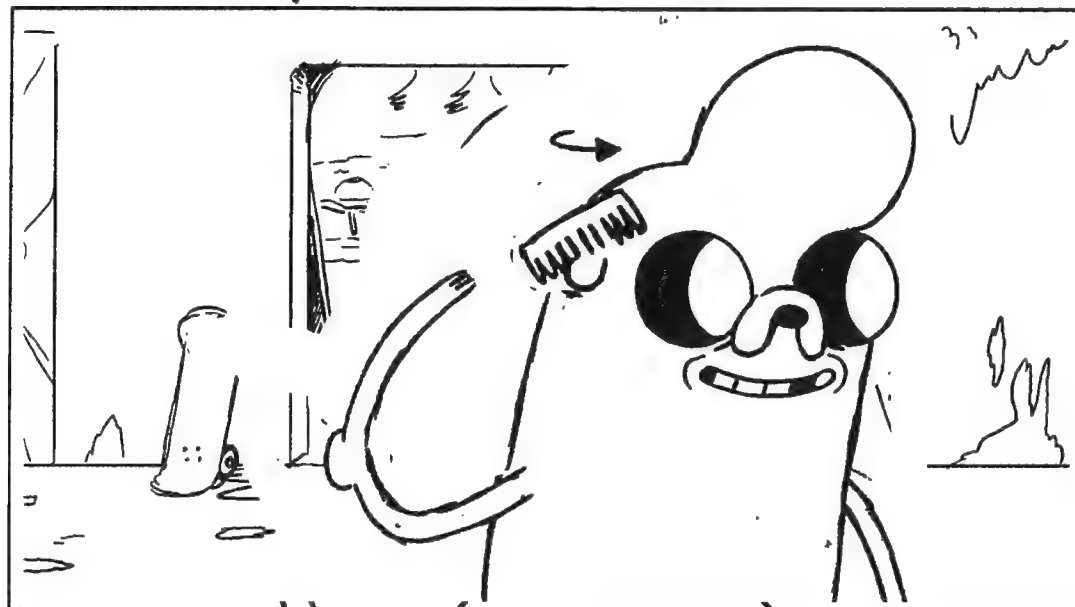
NO SC'S  
109-110

Page 211

Sc. 108 *cont* Pnl. I

Bg.

day night



Sc. 108 *cont* Pnl. J

Bg.

day night



Dialog:

Action:

JAKE TRANSFERS "COMB" TO  
BEHIND EAR.

Timing:

MAR 16 2016

1042-245

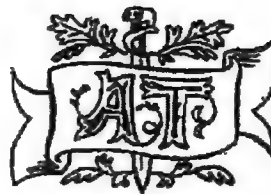
EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 212

Sc. III

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



Bear scratches

(2A)



MAR 16 2016

Production :

EPISODE #

1042-245

1042 245

1042 245



1042 245

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# ADVENTURE TIME

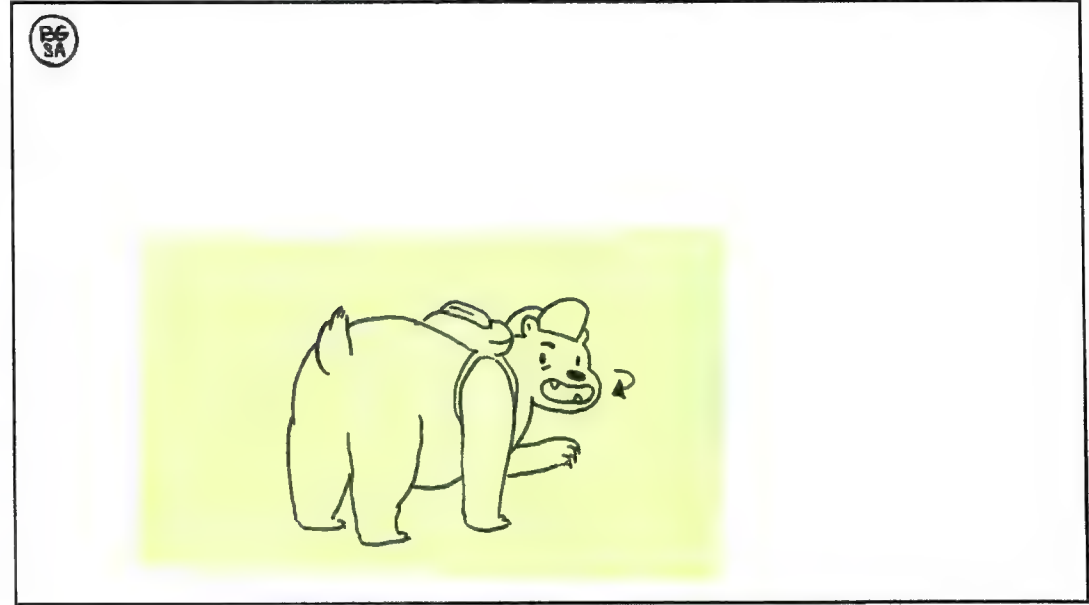


Page 213

Sc. 112 Pnl. A Bg. day night



Sc. 112 cont Pnl. B Bg. day night



Dialog: TEEN BEAR SPRAYPAINTING "JAKE" OVER "BROWN"

Action:



- BEAR SMILES AT CAM.

MAR 16 2016

Timing:

1042-245

EPISODE #

Production :

1042 245

1042 245




# ADVENTURE TIME



Page 214

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
113	A			

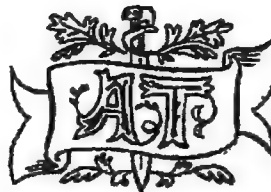
Dialog:	(J) NICE!
Action:	
Timing:	 MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

# ADVENTURE TIME

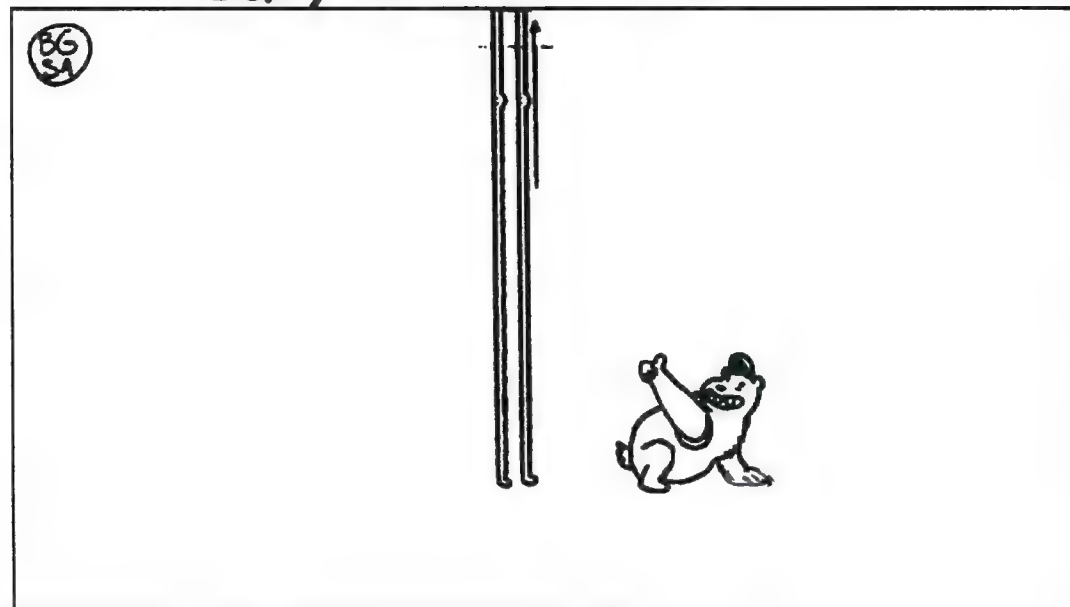


Page 215

Sc. 113 *cont* Pnl. B Bg. day night



Sc. 113 *cont* Pnl. C Bg. day night



Dialog:

Action:

-J. STRETCHES OFF/S

MAR 16 2016

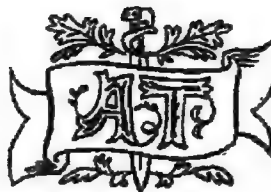
Timing:

EPISODE # 1042-245

Production :

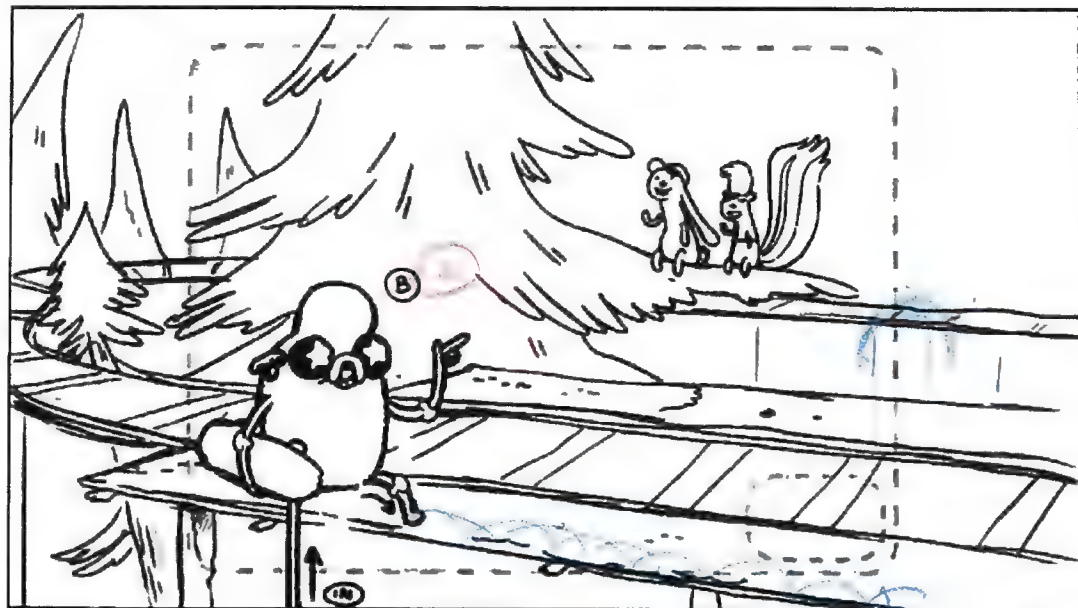
1042 245

# ADVENTURE TIME

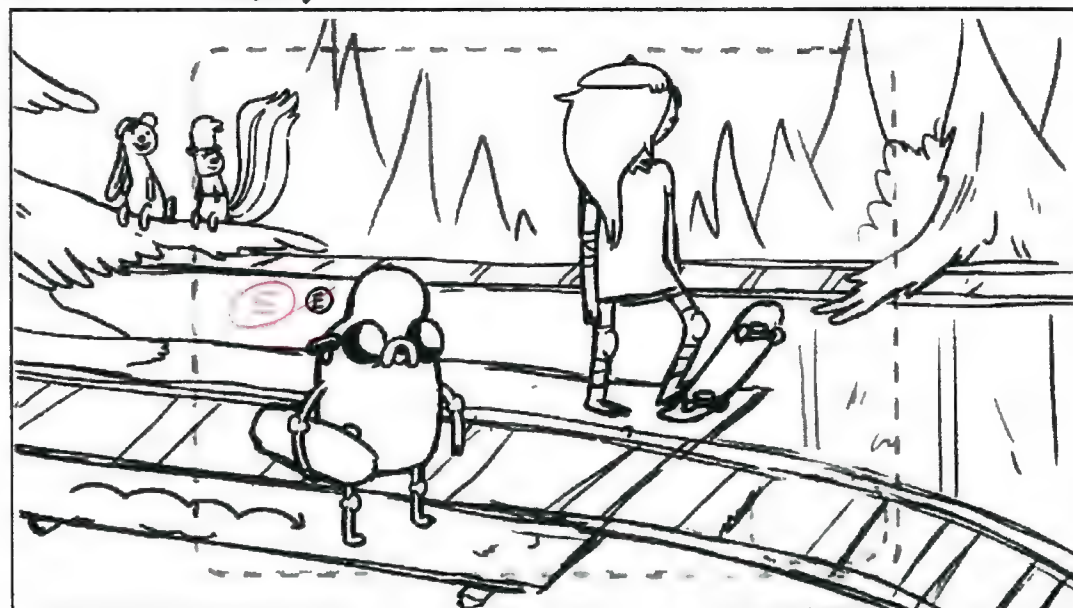


Page 216

Sc. 114 Pnl. A Bg. day night



Sc. 114 *cont* Pnl. B Bg. day night

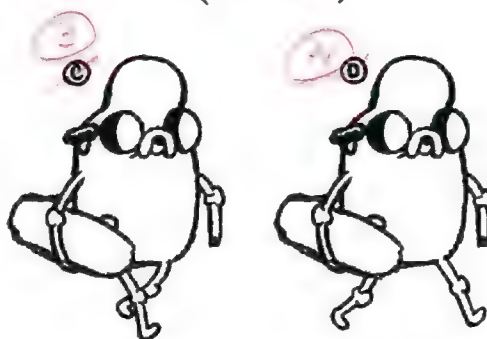


Dialog:  
SKUNK RABBIT (CHANTING) GWAMPA! GWAMPA! GWAMPA!

(WALKS CYCLE)  
Ⓢ+Ⓢ

Action:

Timing:



MAR 16 2016

EPISODE # 1042-245

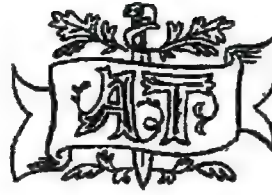
Production :

1042 245

1042 245

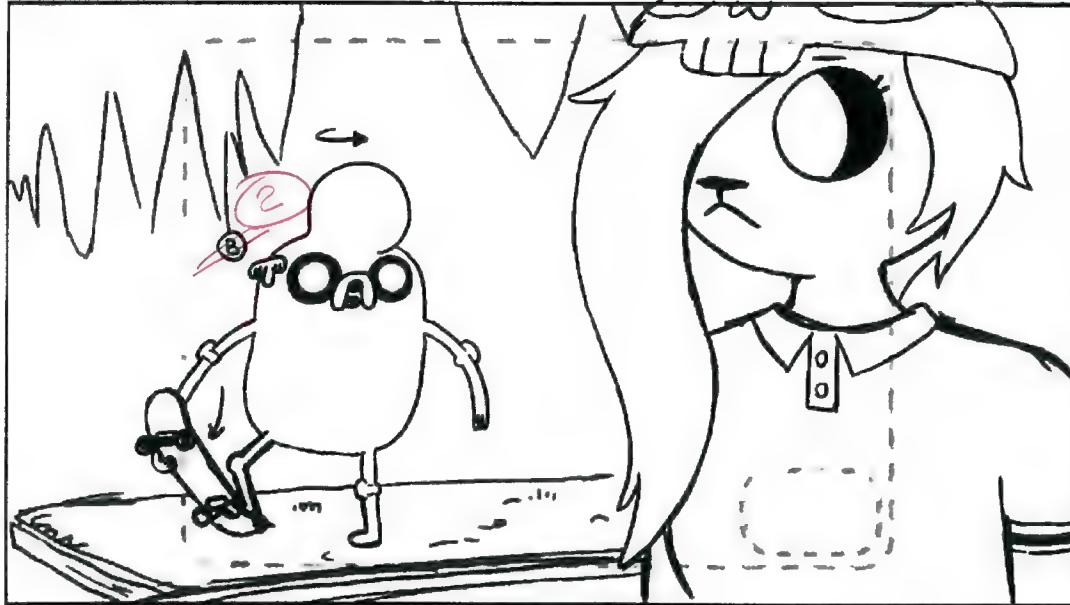


# ADVENTURE TIME

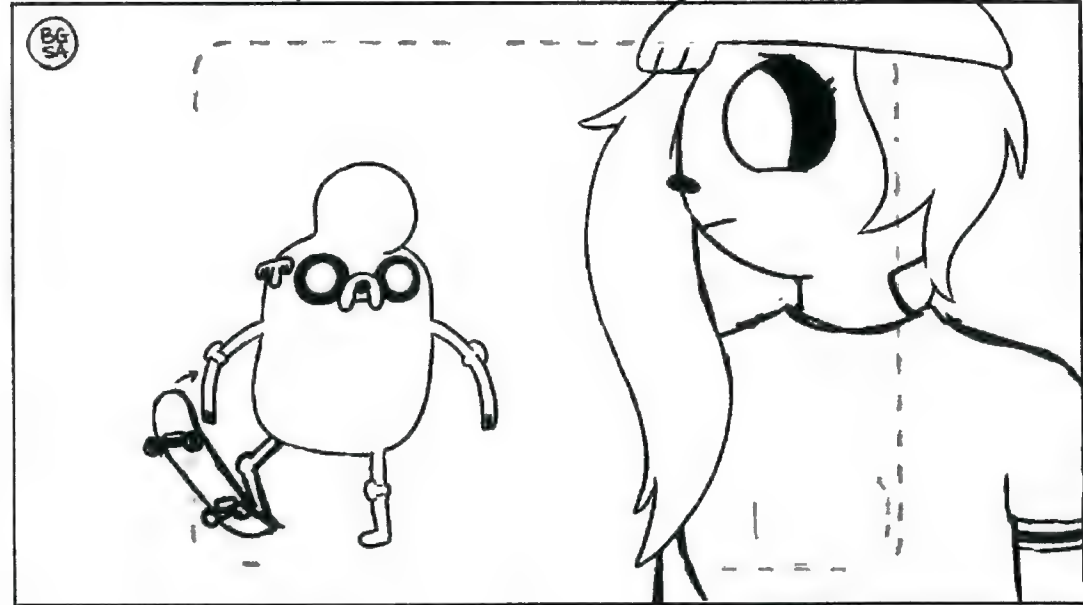


Page 217

Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:	③ BRONWYN...	
Action:	①	-J TURNS TOWARDS B,
Timing:		

MAR 16 2016

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EPISODE #

1042 245

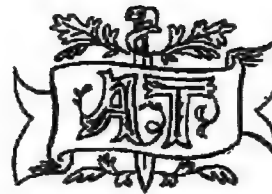
Production :

1042 245

1042 245

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# ADVENTURE TIME

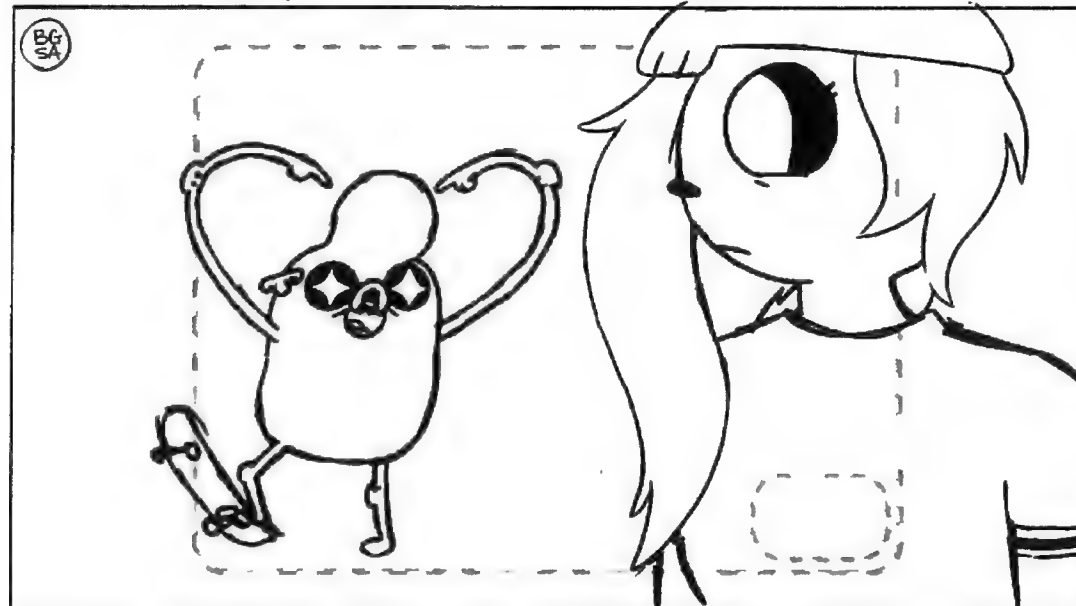


Page 218

Sc. 115 *CONT* Pnl. C

Bg.

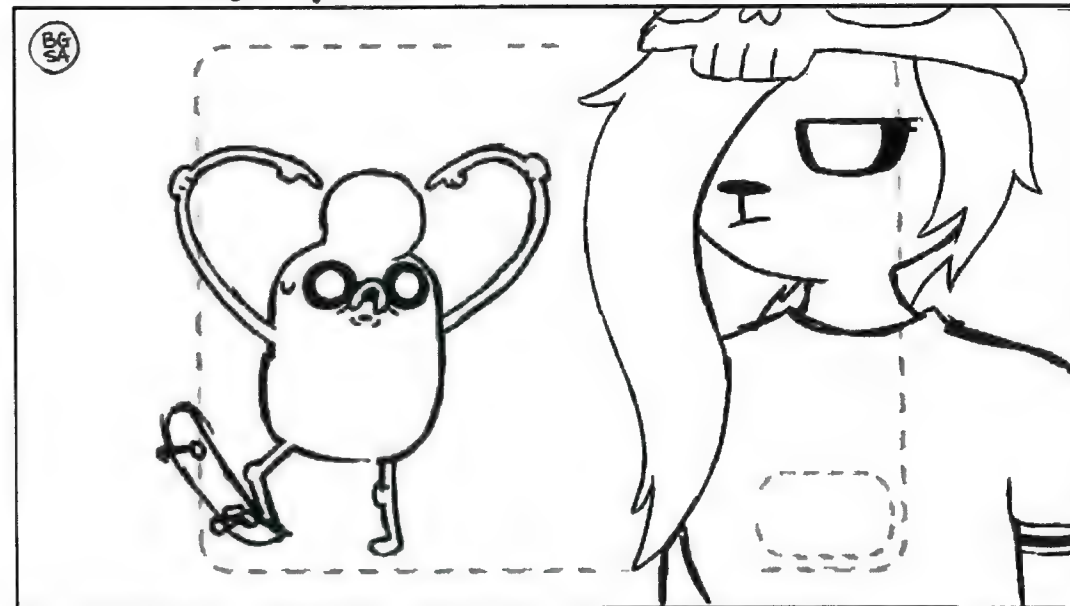
day night



Sc. 115 *CONT* Pnl. D

Bg.

day night



Dialog:

① DID YOU SEE MY COOL NEW HAIR

② (GROAN)

Action:

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245



# ADVENTURE TIME



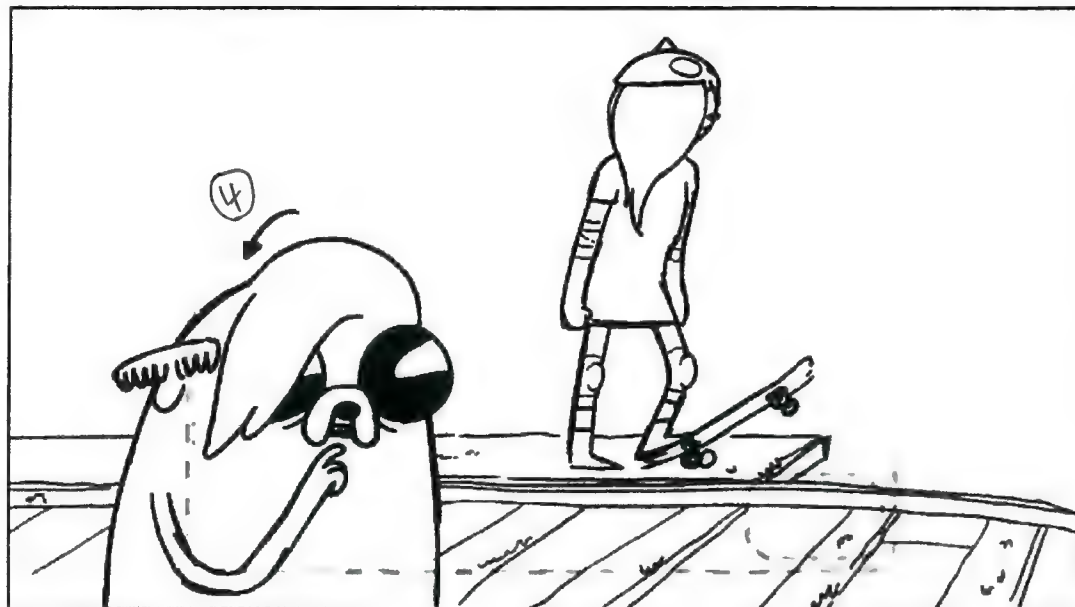
Page 219

Sc. 116

Pnl. A

Bg.

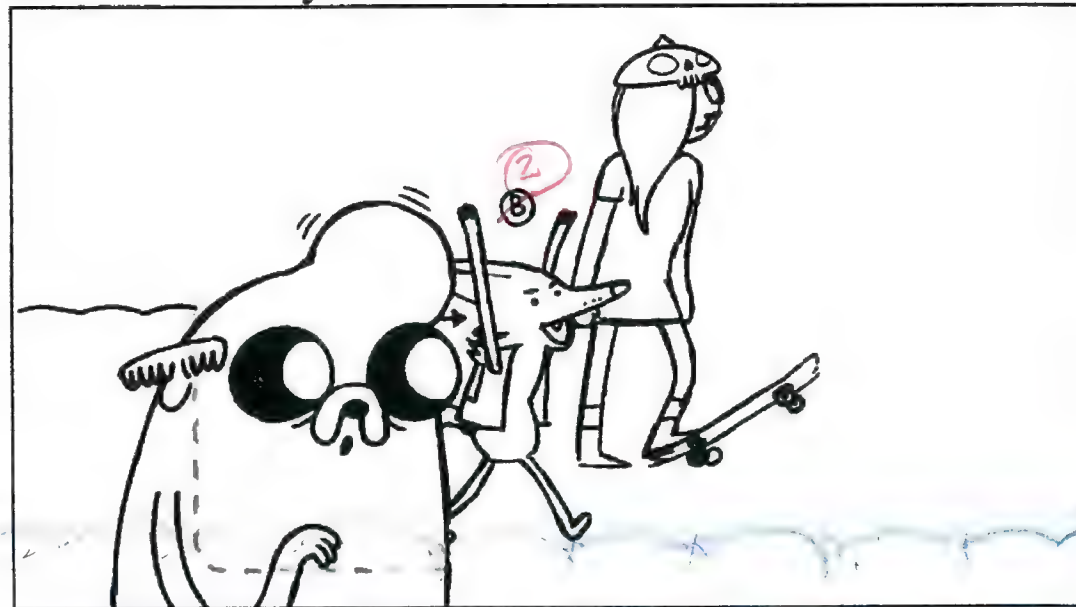
day night



Sc. 116 *cont* Pnl. B

Bg.

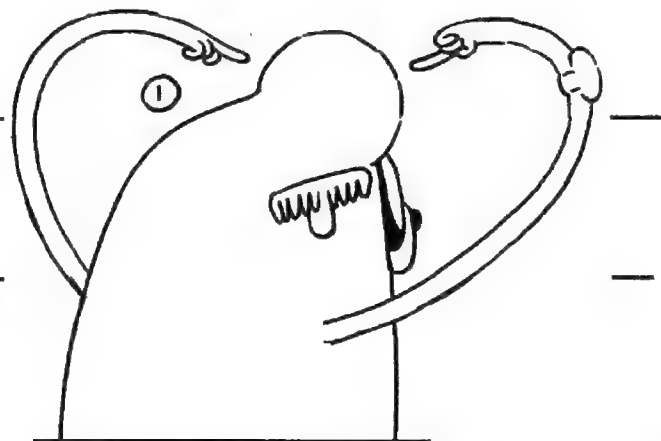
day night



Dialog:

Action:

Timing:



(TF) Heeeee --

MAR 16 2016

Teen Fox walks IN  
J's hair pops back  
into pompadour



Production :

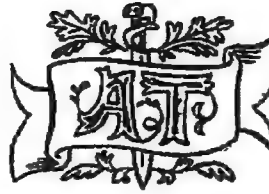
EPISODE #

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# ADVENTURE TIME



Page 220

Sc. 116 *cont* Pnl. C

Bg.

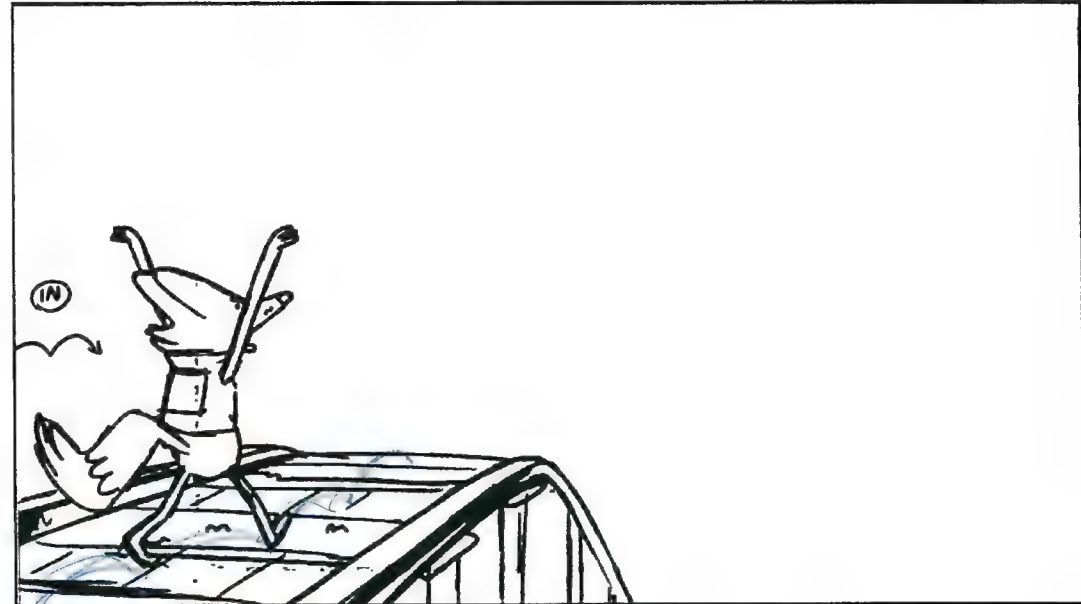
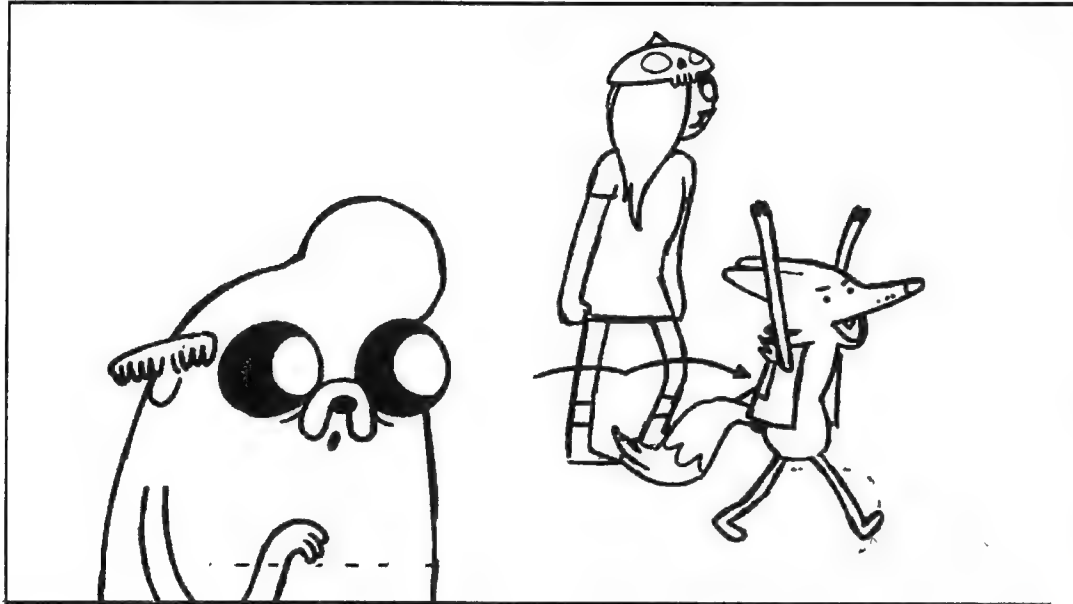
day night

Sc. 117

Pnl. A

Bg.

day night



Dialog:

(F)

-eeeeeeeeYYYYYYYY

MAR 16 2016

Action:

-FOX WALKS ON/S.

SEE NEXT PNL  
FOR COMPLETE  
B.G.

Timing:

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Production :

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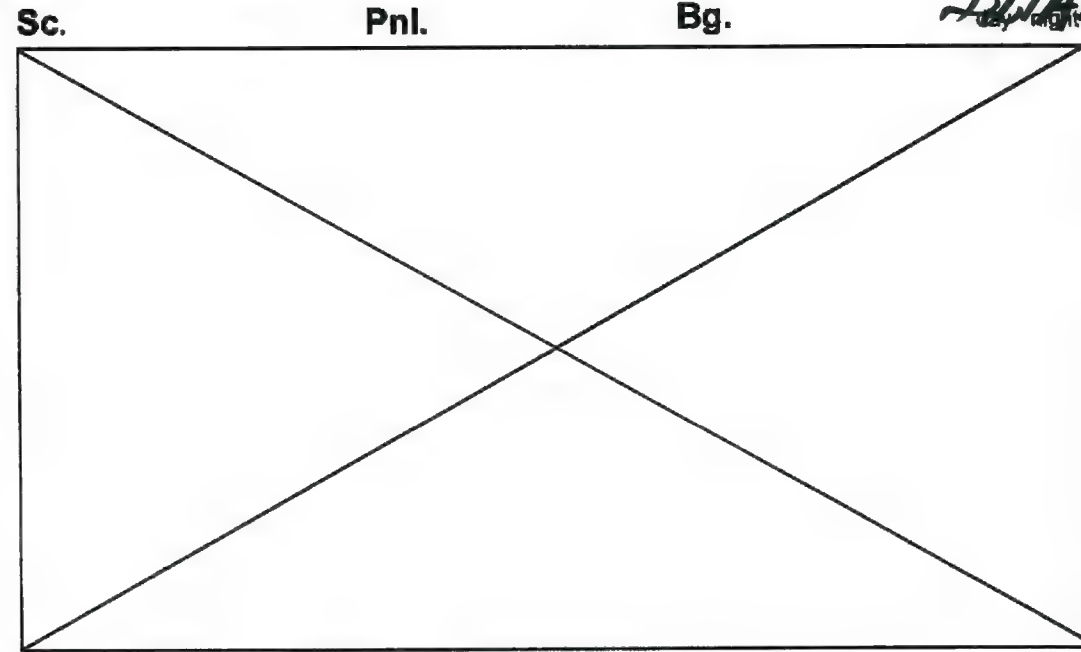
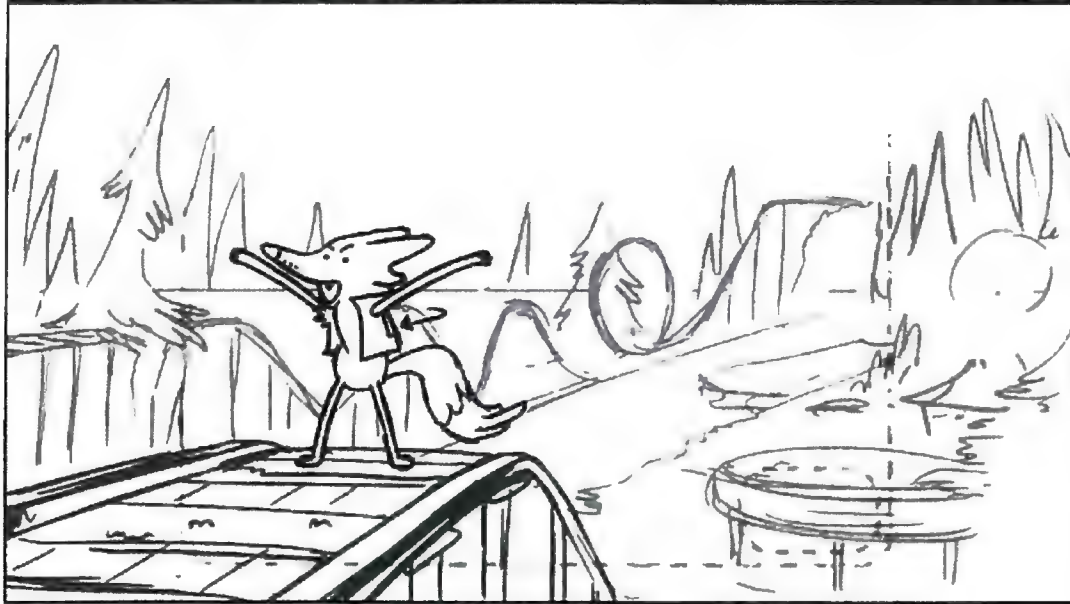
# ADVENTURE TIME



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*22/1/10*

Sc. 117 *cont* Pnl. B Bg. day night



Dialog:

(F) WELCOME TO THRASHLAND

Action:

MAR 16 2016

Timing:

1042-245

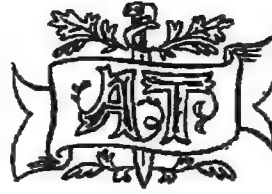
EPISODE #

1042 245

Production :

1042 245

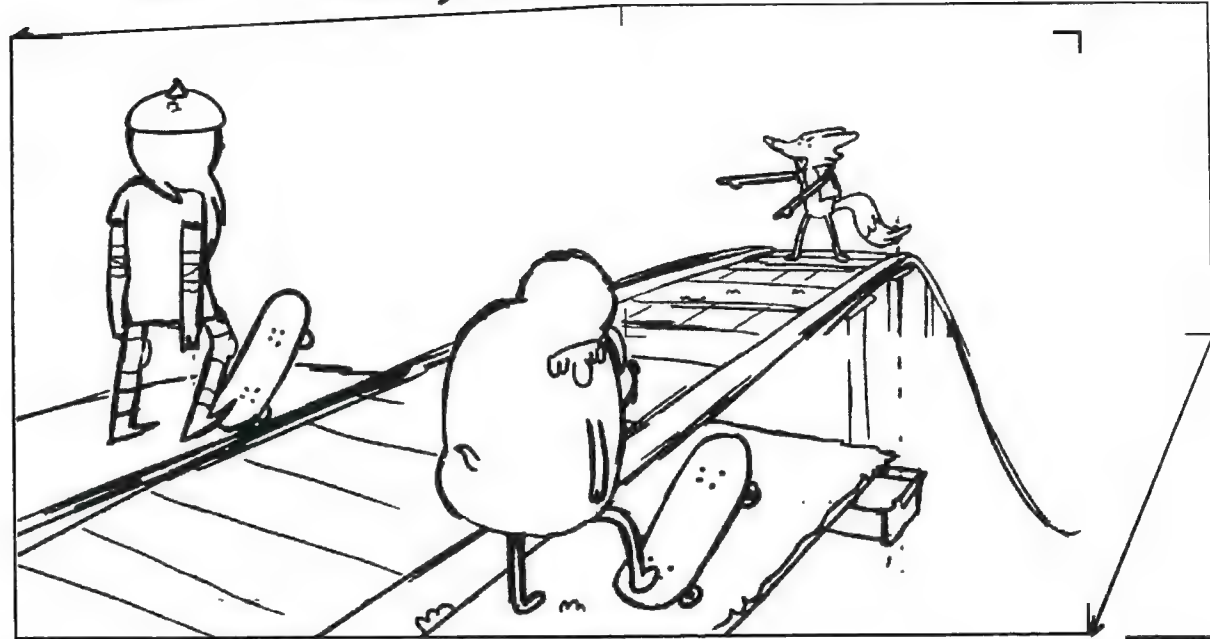
# ADVENTURE TIME



Sc. 117 *cont* Pnl. C

Bg.

Page 221A  
*22 NEXT*  
day night



Dialog:

ⓕ ARE YOU TWO READY TO THRASH?

Action:

- TRUCK OUT ON POINT.

MAR 16 2016

Timing:

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Production :

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# ADVENTURE TIME



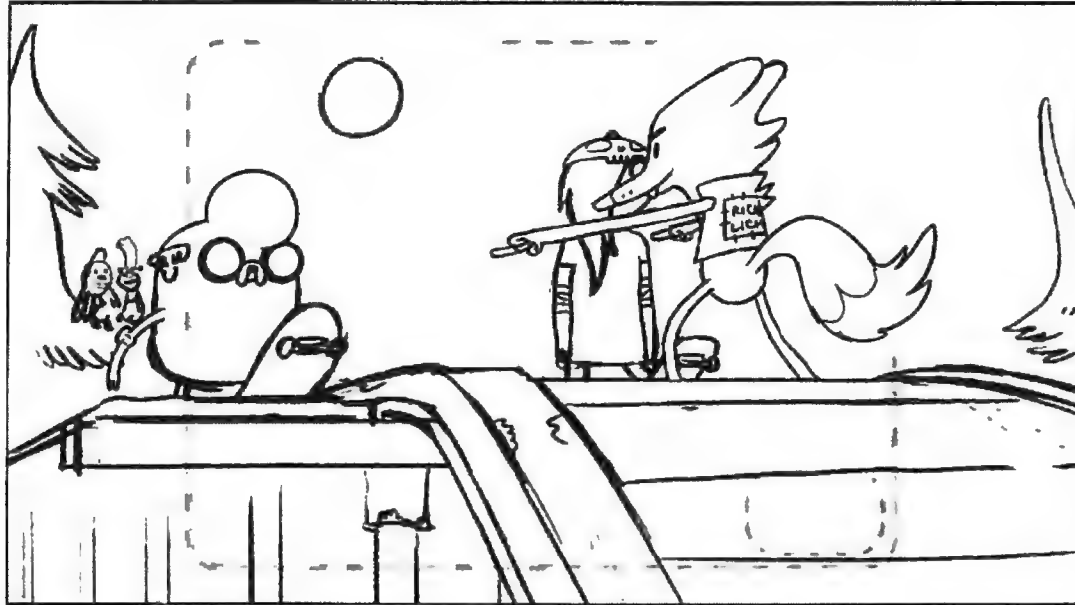
Page 222  
222A next  
day night

Sc. 118

Pnl. A

Bg.

day night



Sc. 118 can't

Pnl. B

Bg.



Dialog:

(F) FROM HERE YOU MUST SKATE THE ENTIRE  
LENGTH OF THE PARK!

Action:

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

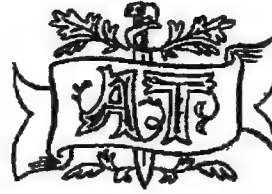
Production :

1042 245

1042 245

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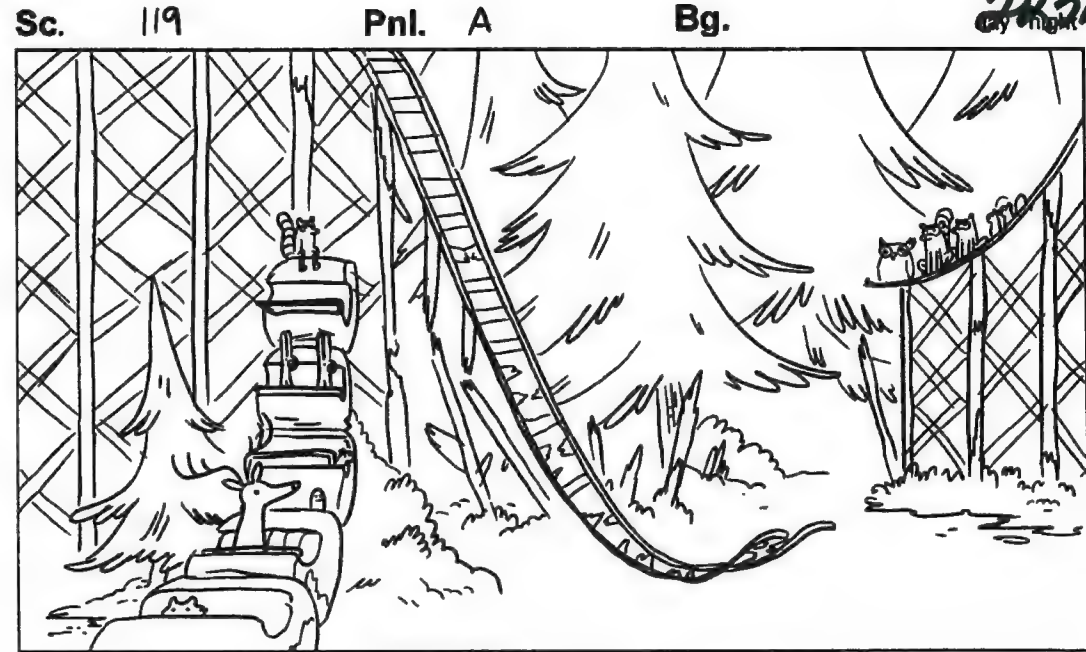
# ADVENTURE TIME



Page 222A

223 NEXT

Sc.	Pnl.	Bg.	day	night



Dialog:	FOX: (V.O.) FIRST GRIND DOWN THE RAMP
Action:	MAR 16 2016
Timing:	

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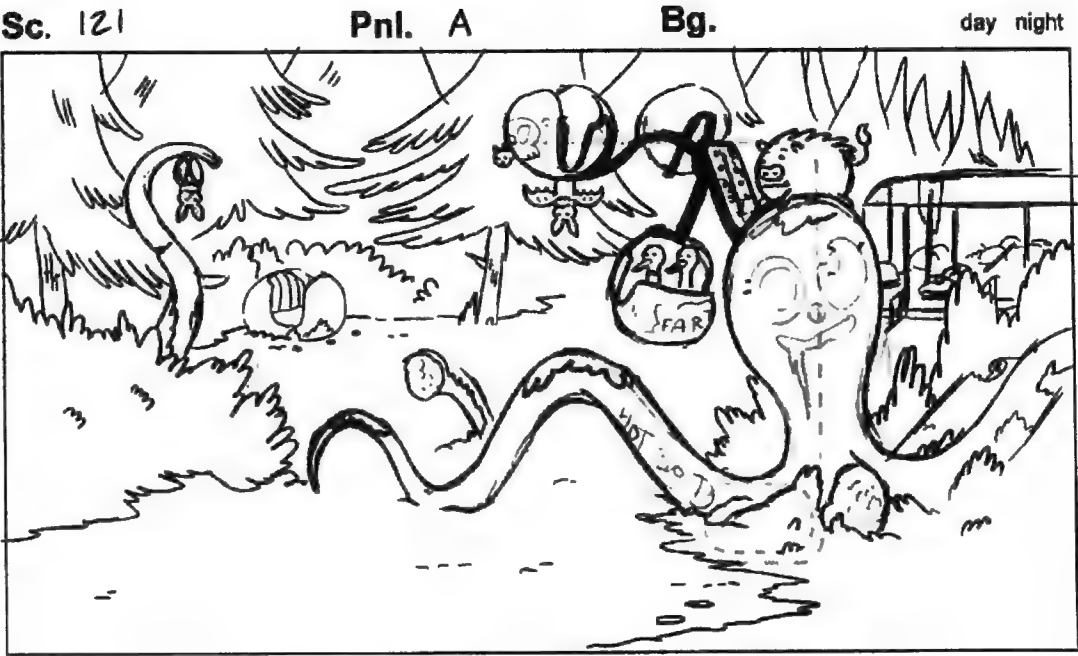
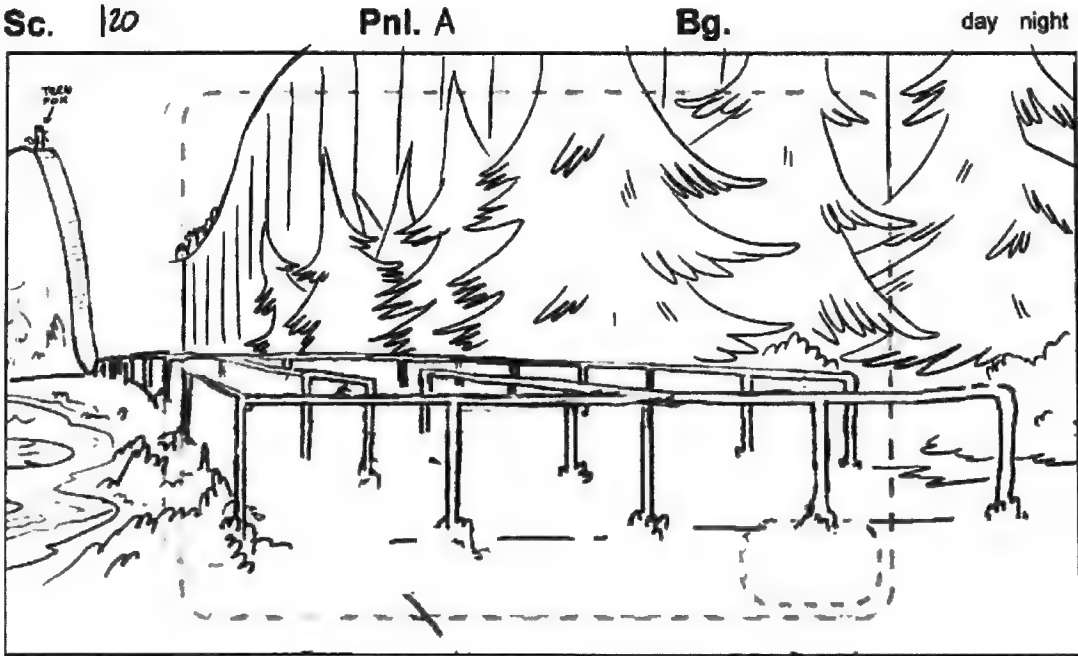
Production :

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1042 245

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ADVENTURE TIME



Dialog:	(F) THRU THE BAR MAZE	(F) PAST THE BIG ARMED WORM
Action:		
Timing:		

MAR 16 2016

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EPISODE #

1042 245

Production :

1042 245



# ADVENTURE TIME



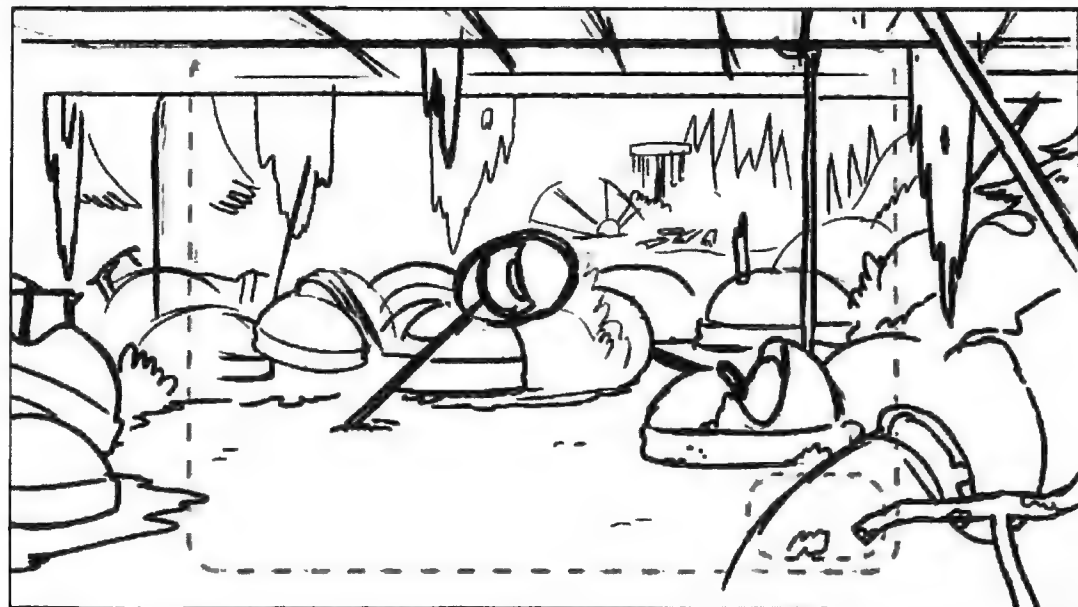
Page 224

Sc. 122

Pnl. A

Bg.

day night



Sc. 123

Pnl. A

Bg.

day night



Dialog:

(F)

THROUGH THE JUNKYARD

(F)

OVER THE LOG SWAMP

Action:

MAR 16 2016

Timing:

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Production :

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1042 245



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# ADVENTURE TIME



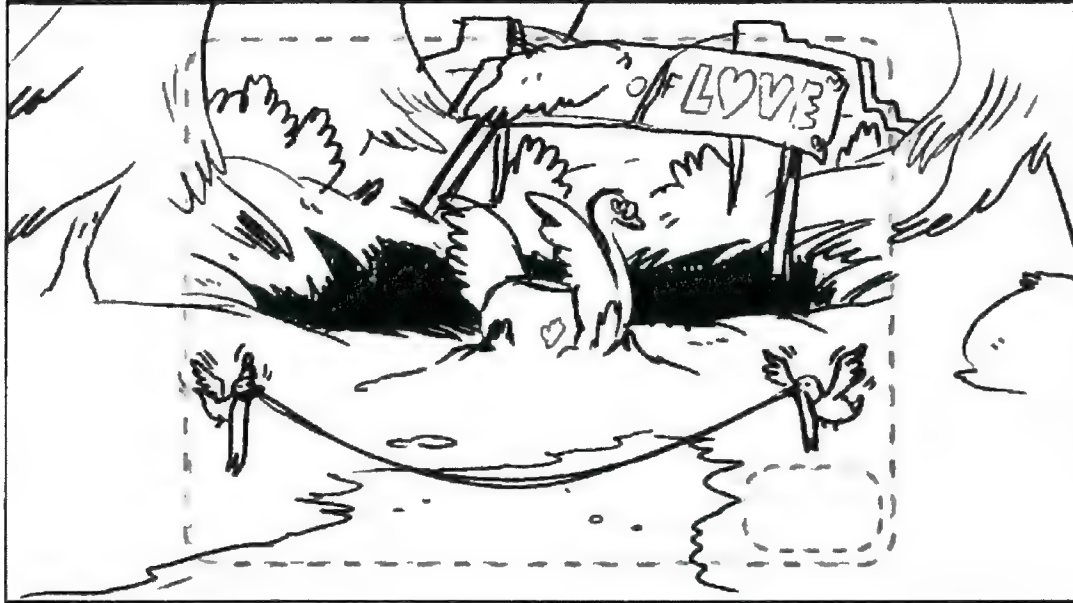
Page 225

Sc. 124

Pnl. A

Bg.

day night

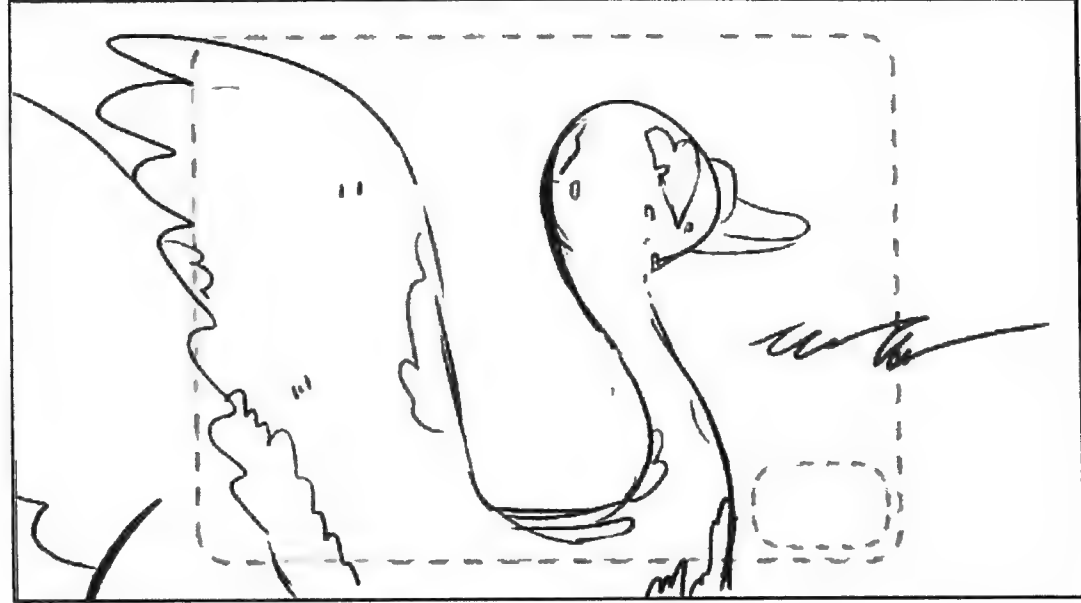


Sc. 125

Pnl. A

Bg.

day night



Dialog: (TF) AND FINALLY CROSS THE FINISH AT BOTTOMLESS PIT OF LOVE!  
WHERE THE WINNER SHALL RECIEVE ALL OF OUR  
LOVE AND ADMIRATION

(CONT.) AND THE LOSER SHALL GAZE INTO ABYSS . . .

Action: TWO BIRDS ARE HOLDING FINISH LINE

MAR 16 2016

Timing:

EPISODE #

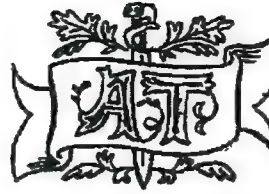
1042-245

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 226

Sc. 126

Pnl. A

Bg.

day night



Sc. 127

Pnl. A

Bg.

day night



Dialog:

ⓉⓅ BANNED FOREVER FROM OUR BELOVED SKATEPARK

ⓈⓈⓈ GASP!

Action:

- CROWD GASPS, MARCELINE SNICKERS  
- TB STRUGGLES TO GET INTO SWING

MAR 16 2016

Timing:

EPISODE # 1042-245

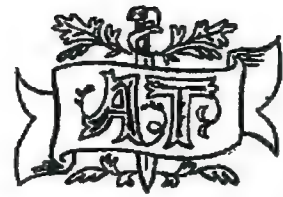
Production :

1042 245

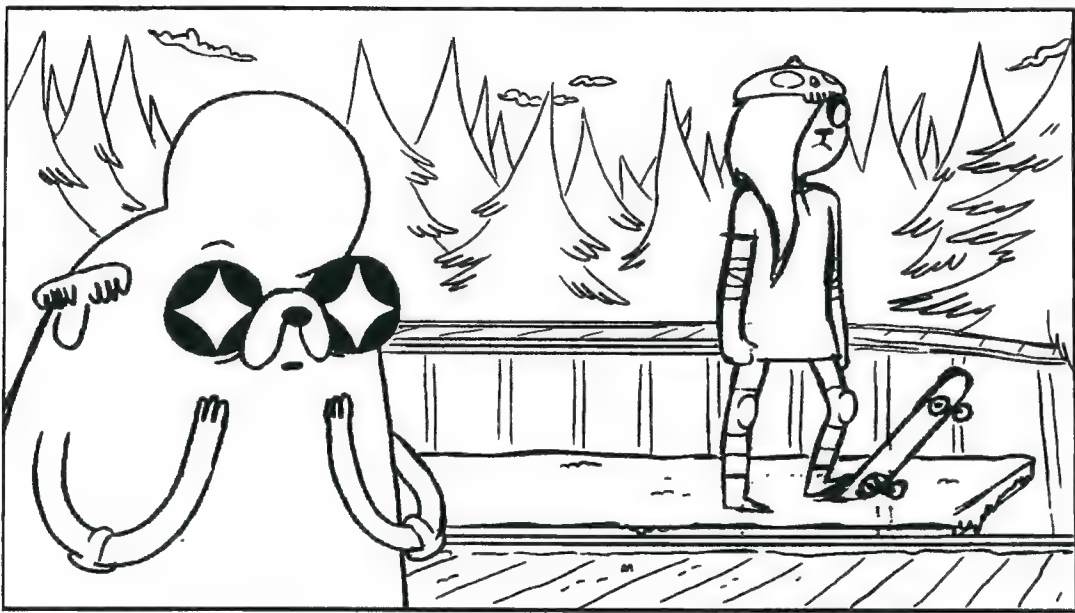
1042 245

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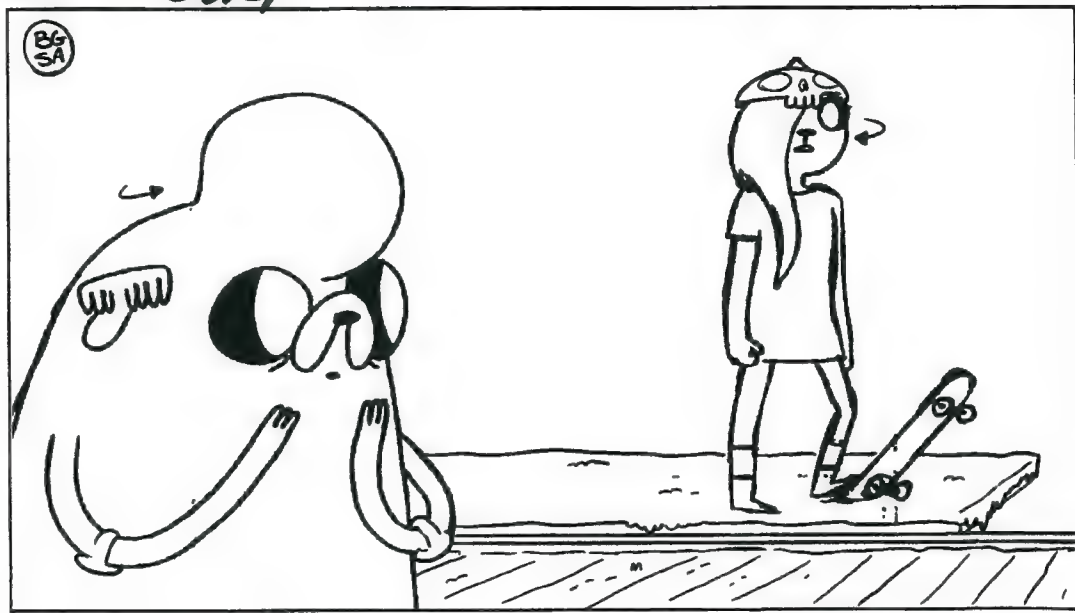
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 *cont* Pnl. B Bg. day night



Dialog:	ⓑ Hey JAKE?
Action:	MAR 1 6 2016
Timing:	

EPISODE #

Production :

1042-245

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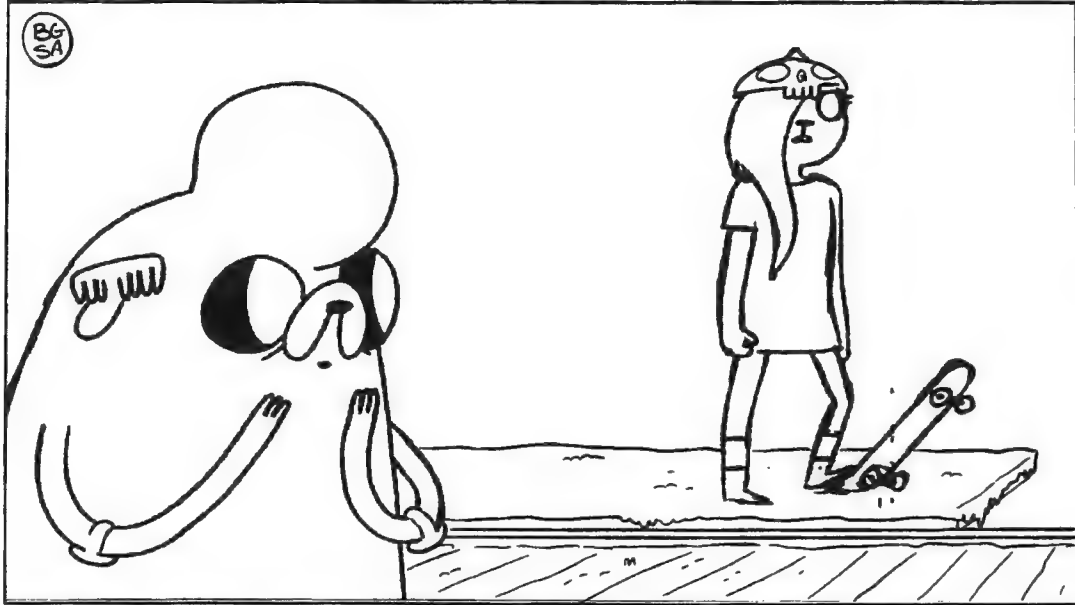
1042 245

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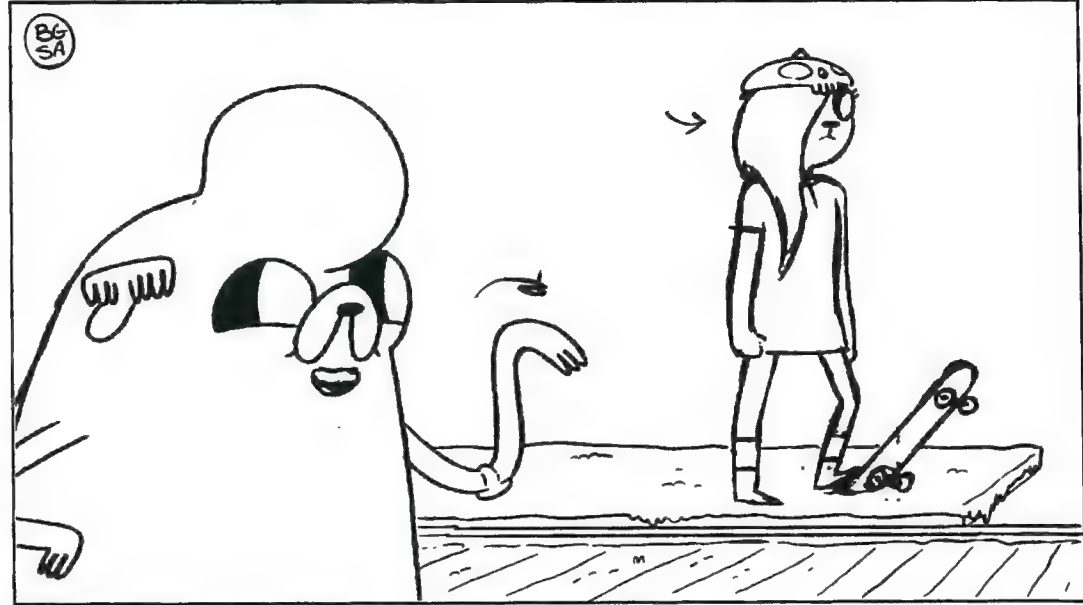
ADVENTURE TIME



Sc. 128 *cont* Pnl. C Bg. day night



Sc. 128 *cont* Pnl. D Bg. day night



Dialog:	(B) NO WEIRD MAGIC BIZ.	(J) HEH HEH! SAME TO YOU
Action:		
Timing:		

MAR 16 2016

1042-245

EPISODE #

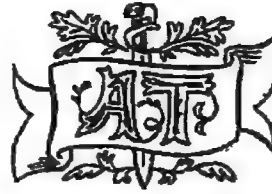
1042 245

Production :

1042 245



# ADVENTURE TIME

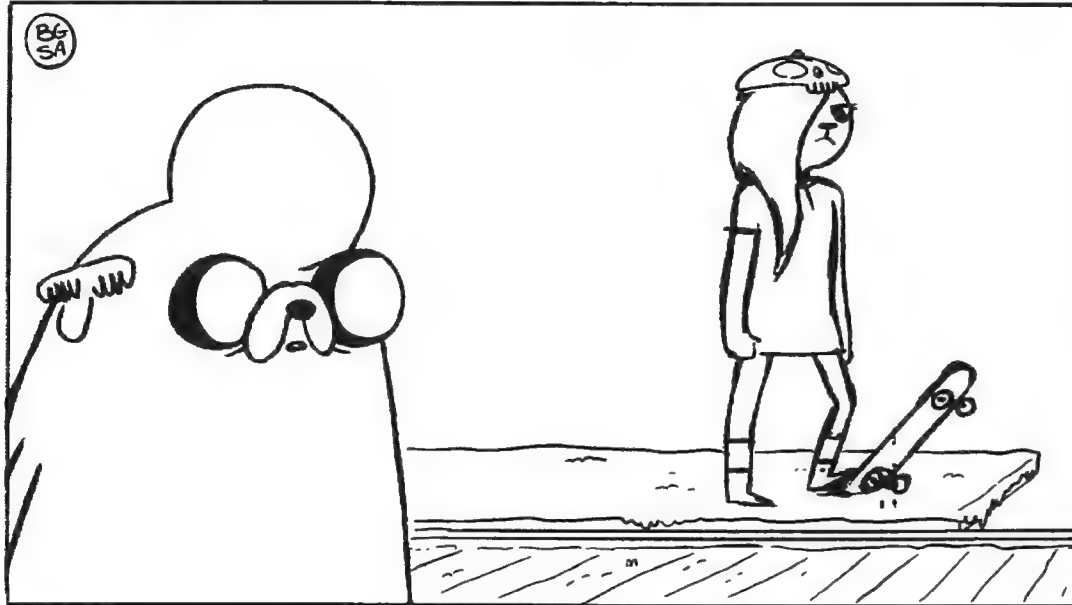


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Sc. 128 *cont* Pnl. E

Bg.

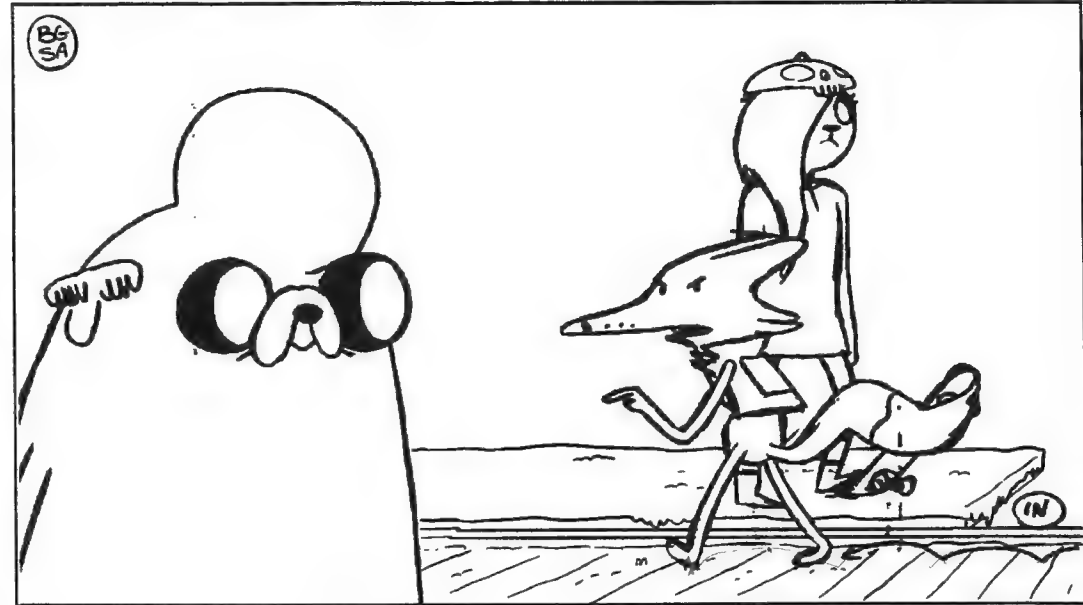
day night



Sc. 128 *cont* Pnl. F

Bg.

day night



Dialog:

ⓉⓉ (o/s) REMEMBER-!

ⓉⓉ YOU'RE AN INSTANT FART

Action:

-FOX WALKS ON/S.

MAR 16 2016

Timing:

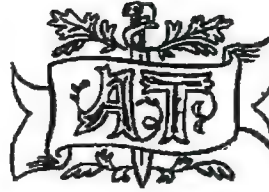
EPISODE #

Production :

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# ADVENTURE TIME

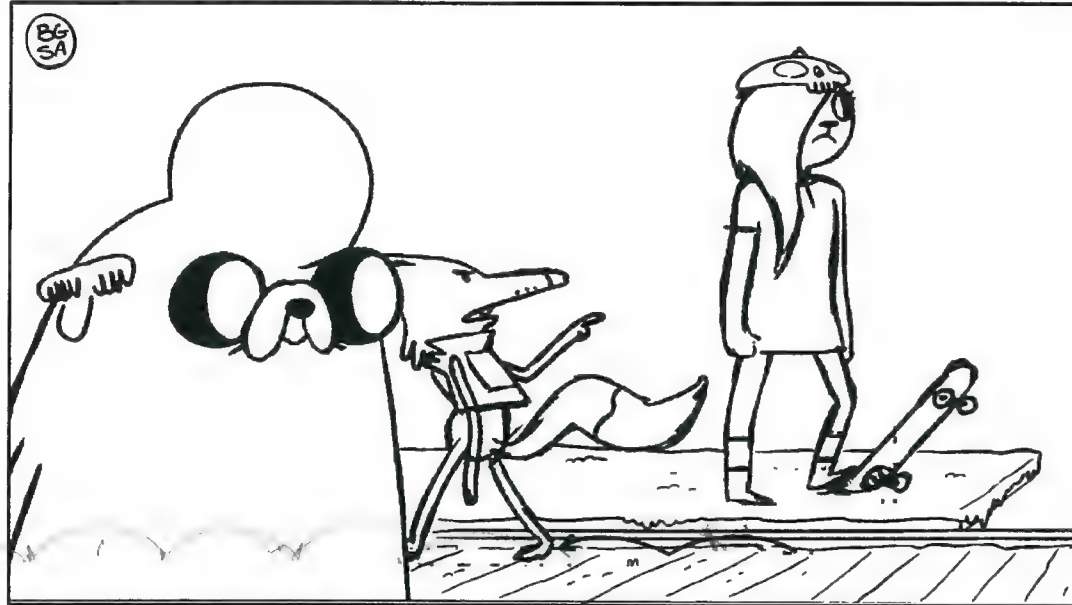


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Sc. 128 *cont* Pnl. G

Bg.

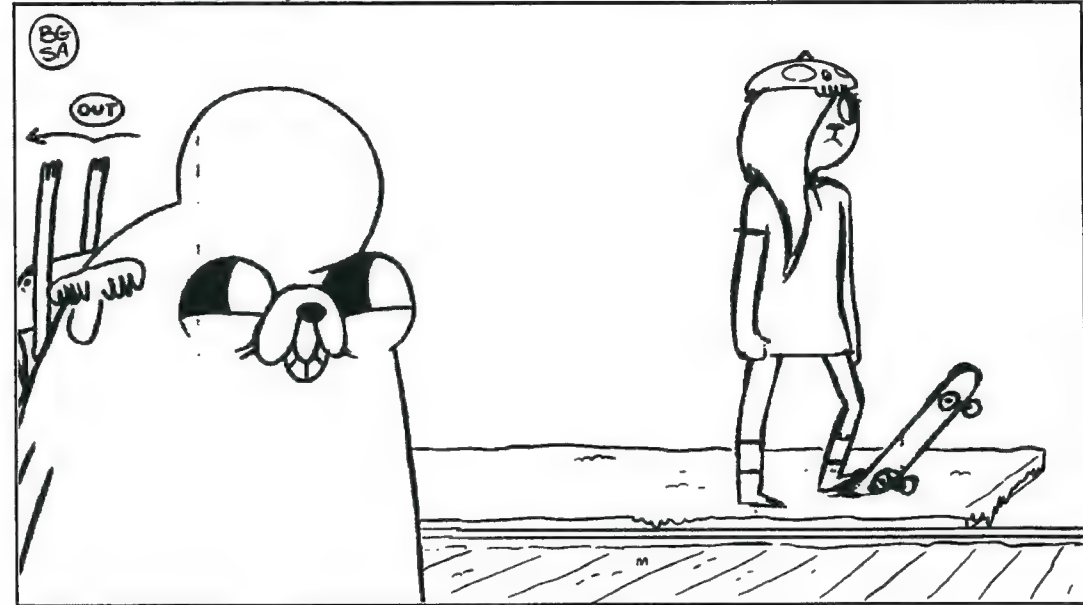
day night



Sc. 128 *cont* Pnl. H

Bg.

day night



Dialog: (TF) IF EITHER OF YOU EAT IT.

(TF) TAKE IT AWAY, FLUTE MAN!

Action:

MAR 16 2016

Timing:

1042-245

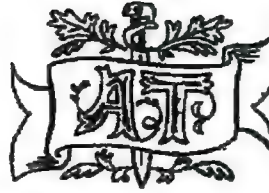
EPISODE #

1042 245

Production :

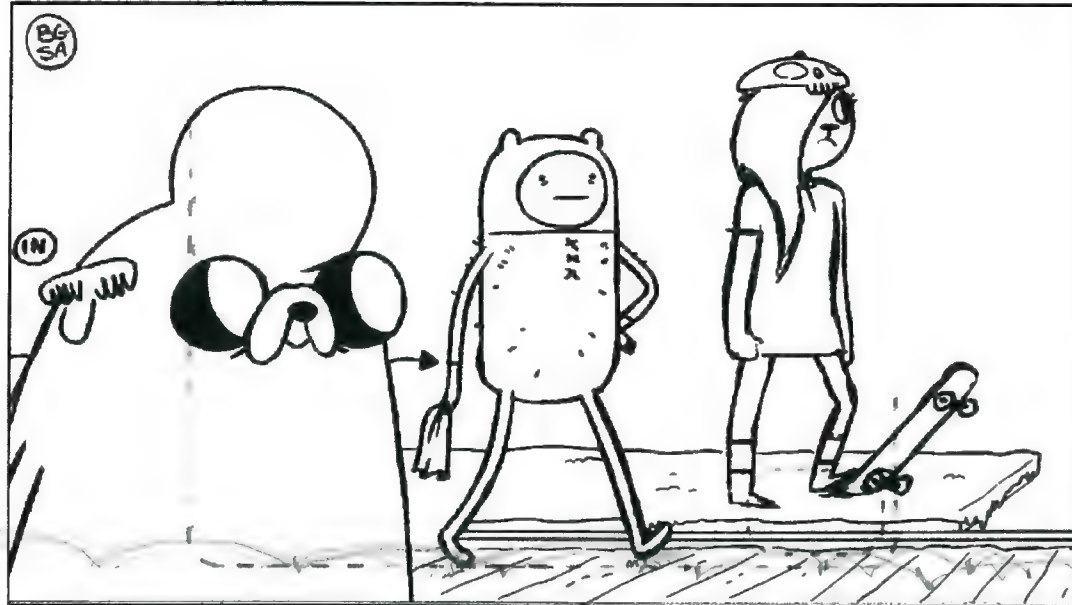
1042 245

# ADVENTURE TIME

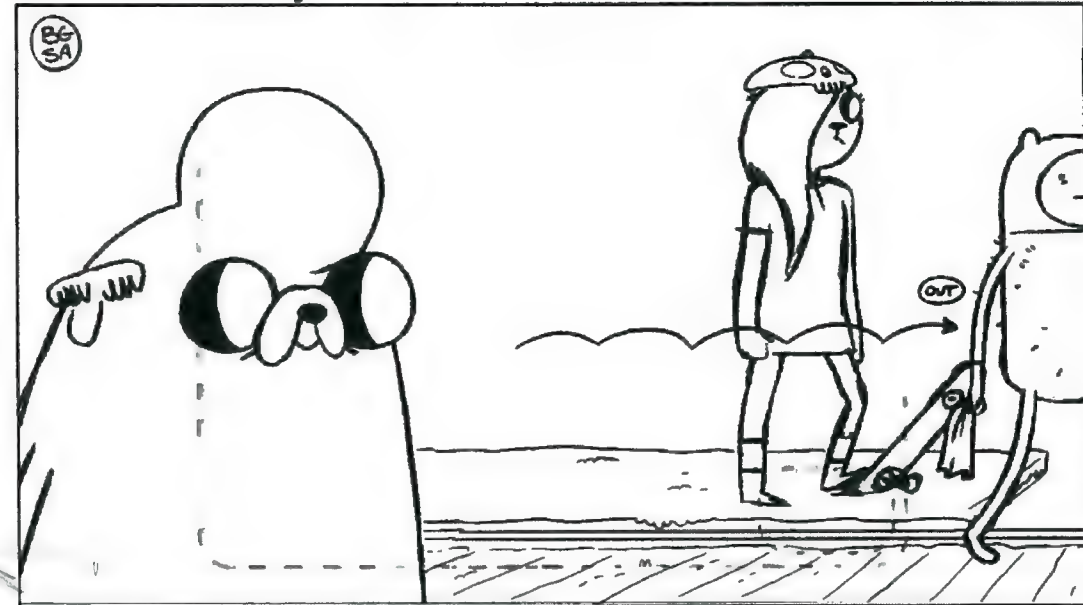


Page 231  
231A-NEXT  
day night

Sc. 128 *cont* Pnl. I Bg. day night



Sc. 128 *cont* Pnl. J Bg. day night



Dialog:

Action:

- FINN ENTERS WITH HANKY

Timing:

MAR 18 2016

EPISODE # 1042-245

Production :

1042 245

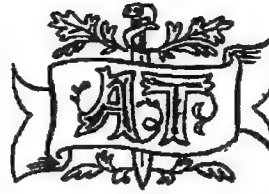
1042 245

1042 245

1042 245

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# ADVENTURE TIME



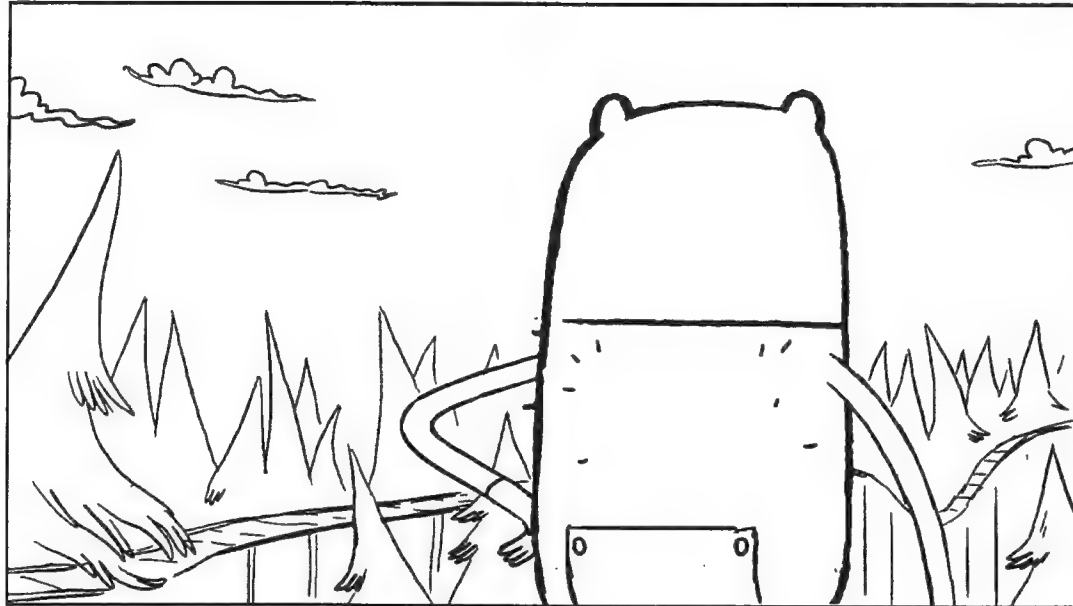
Page 231A  
232 NEXT  
day night

Sc. 129

Pnl. A

Bg.

day night

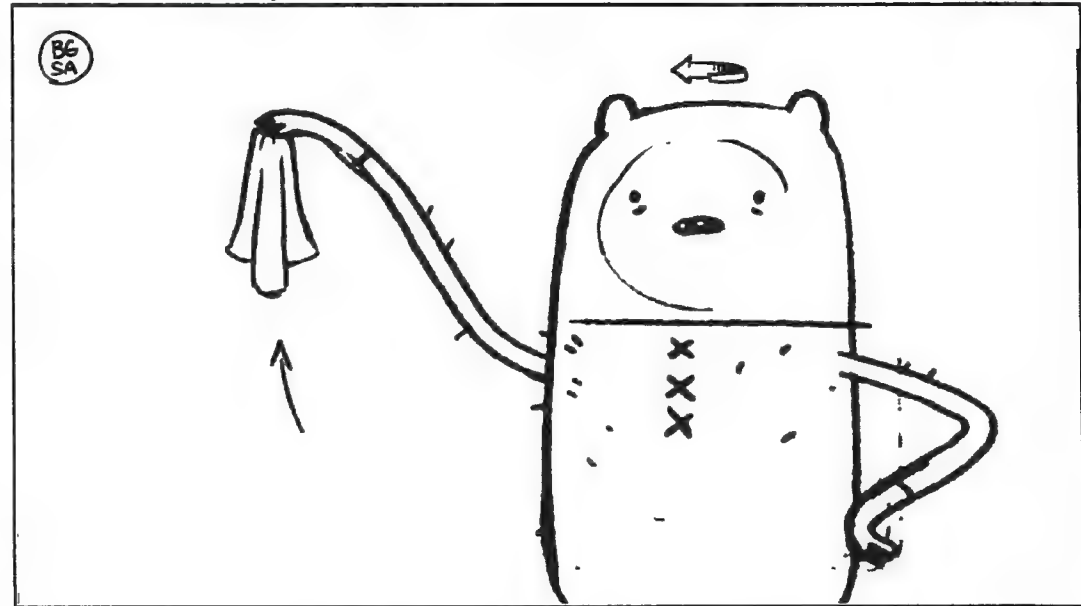


Sc. 129

cont

Pnl. B

Bg.



Dialog:

Ⓕ THIS IS A TERRIBLE IDEA.

Action:

- FINN TURNS,

MAR 16 2016

Timing:

EPISODE # 1042-245

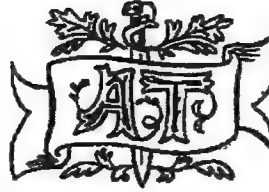
1042 245

Production :

1042 245



# ADVENTURE TIME



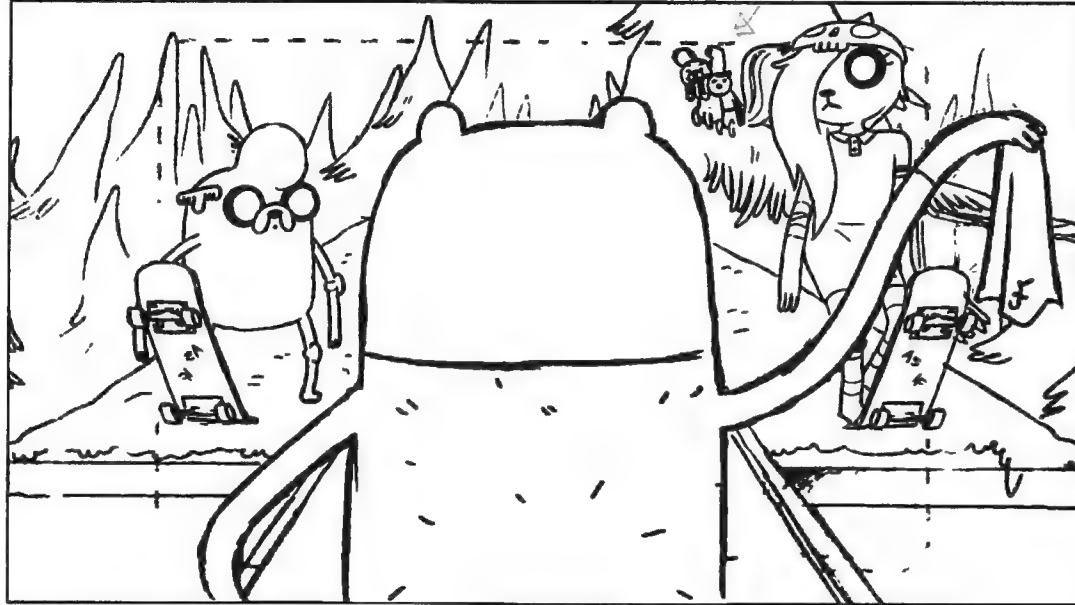
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Sc. 130

Pnl. A

Bg.

day night



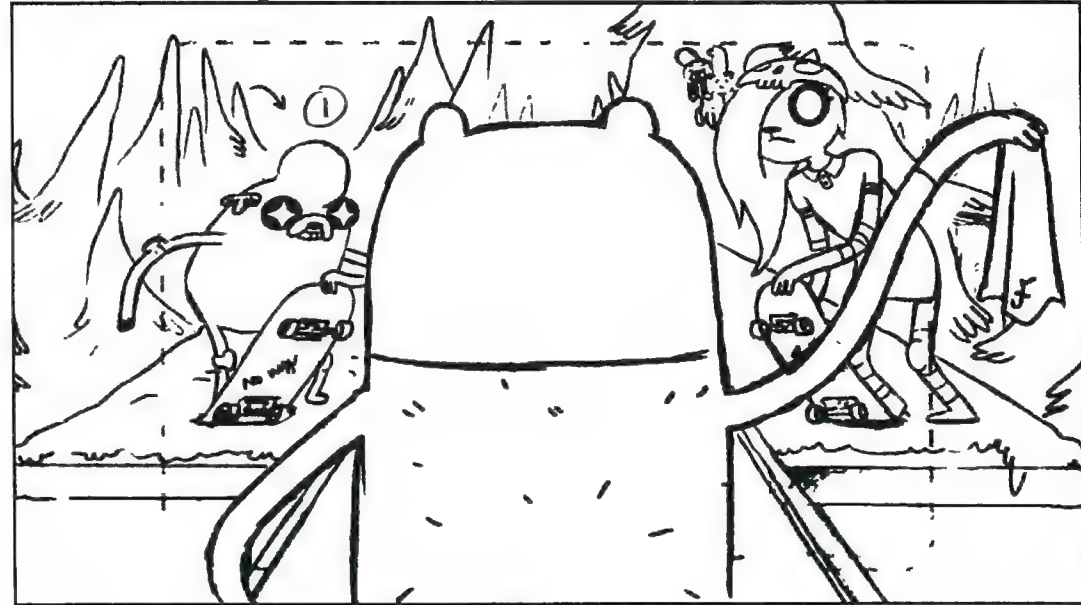
Sc. 130

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- J. + B. READY THEMSELVES.  
J's pompadour turns into helmet

MAR 16 2016



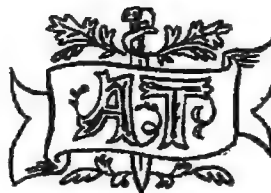
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EPISODE #

1042 245

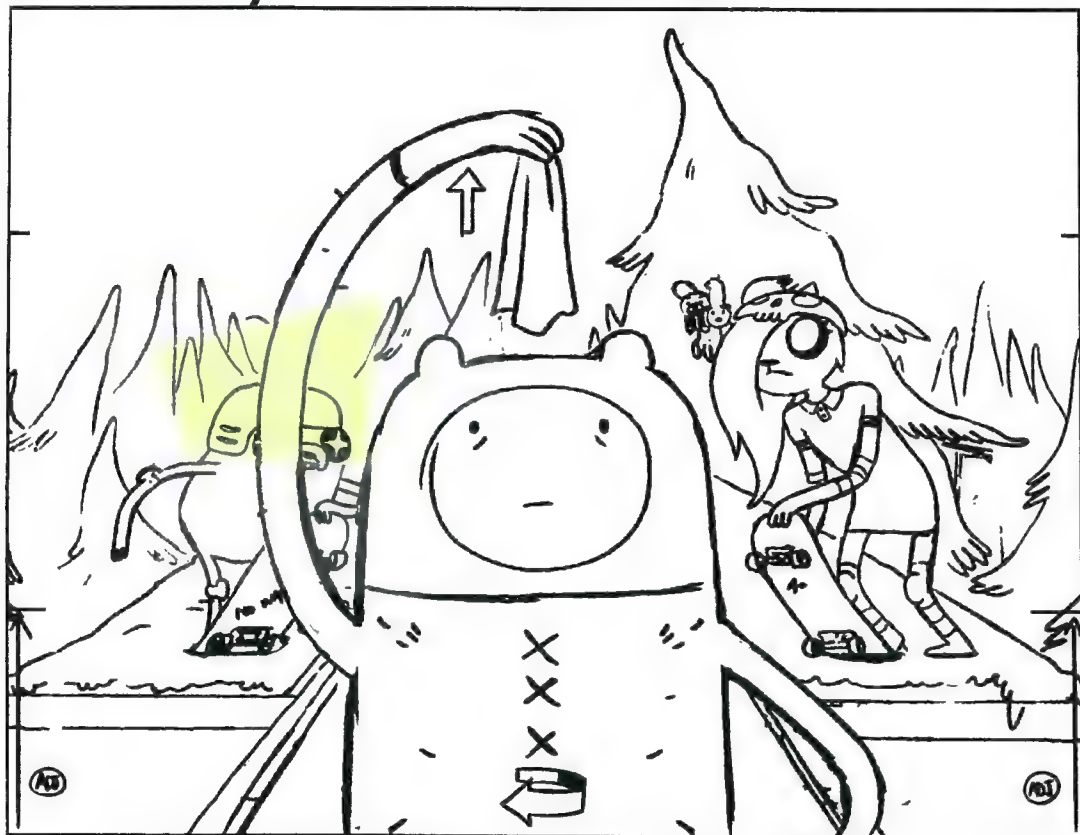
Production :

# ADVENTURE TIME



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233A 160  
day night

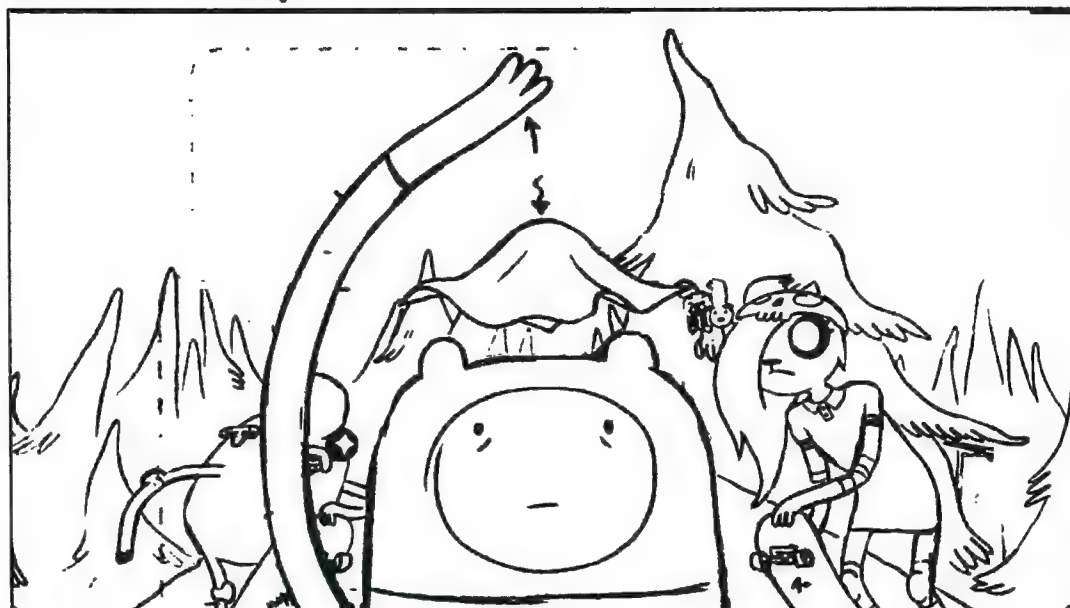
Sc. 130 *cont* Pnl. C Bg. day night



Action: (ADJ) UP WITH FINN TURNING AND RAISING HANKY

Timing:

Sc. 130 *cont* Pnl. D Bg. day night



FINN DROPS HANKY, (J) + (B)'S EYES FOLLOW  
HANKY'S DESCENT

MAR 16 2016

Production :

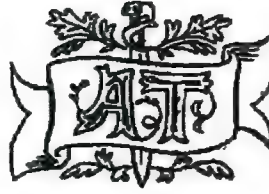
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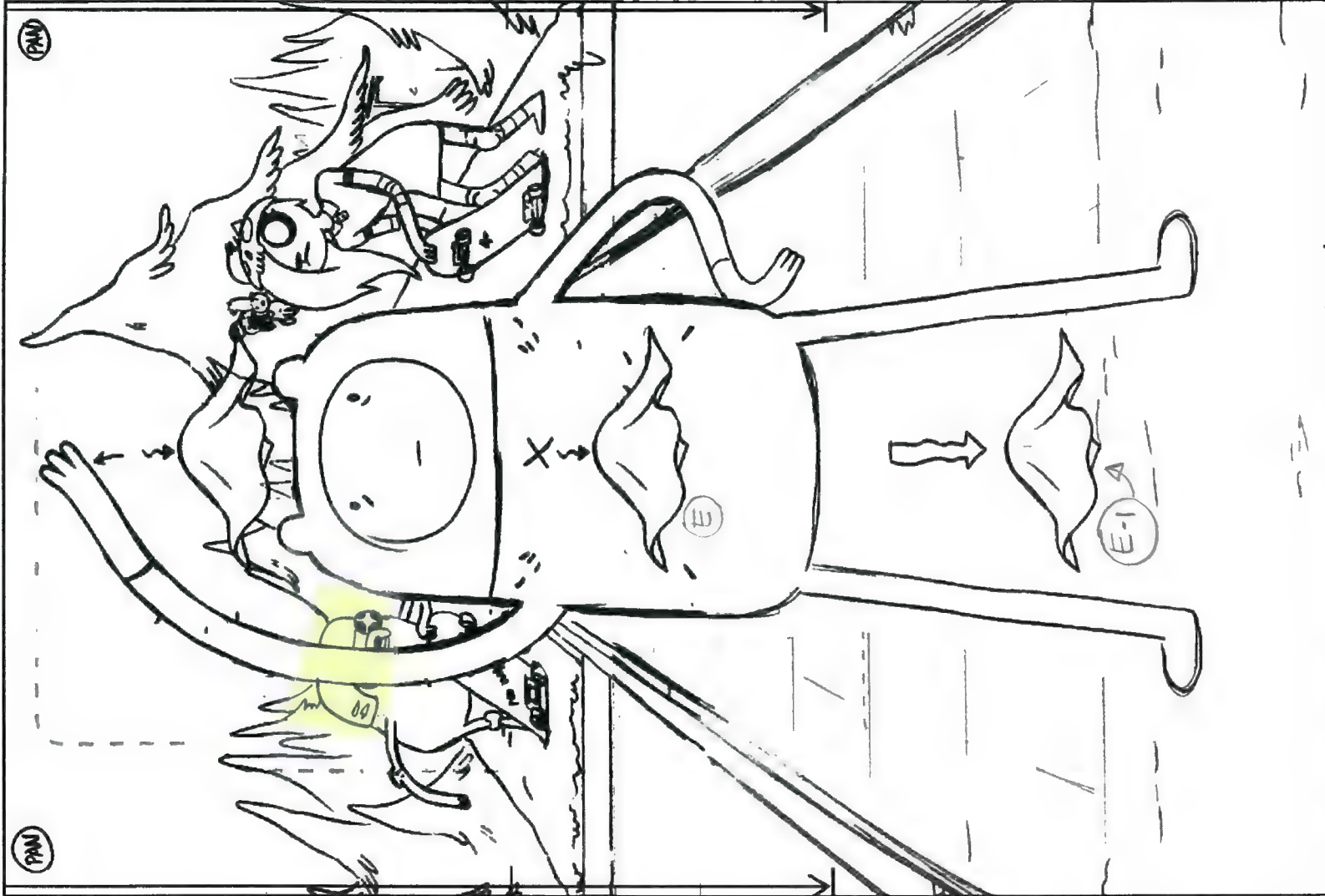
# ADVENTURE TIME



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Sc. 130 CONT Pnl. E Bg. day night



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FINN DROPS HANKY  
CAM PANS DOWN WITH HANKY DESCENT

⑤ + ⑧'s EYES FOLLOW  
HANKY'S DESCENT

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1042 245

Production :

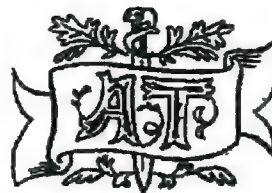
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# ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
130	cont	F		

Dialog:

Action:

MAR 16 2016

Timing:

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Production :

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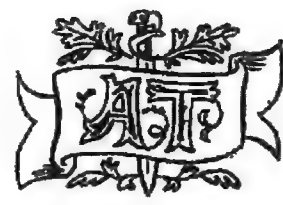
1042 245



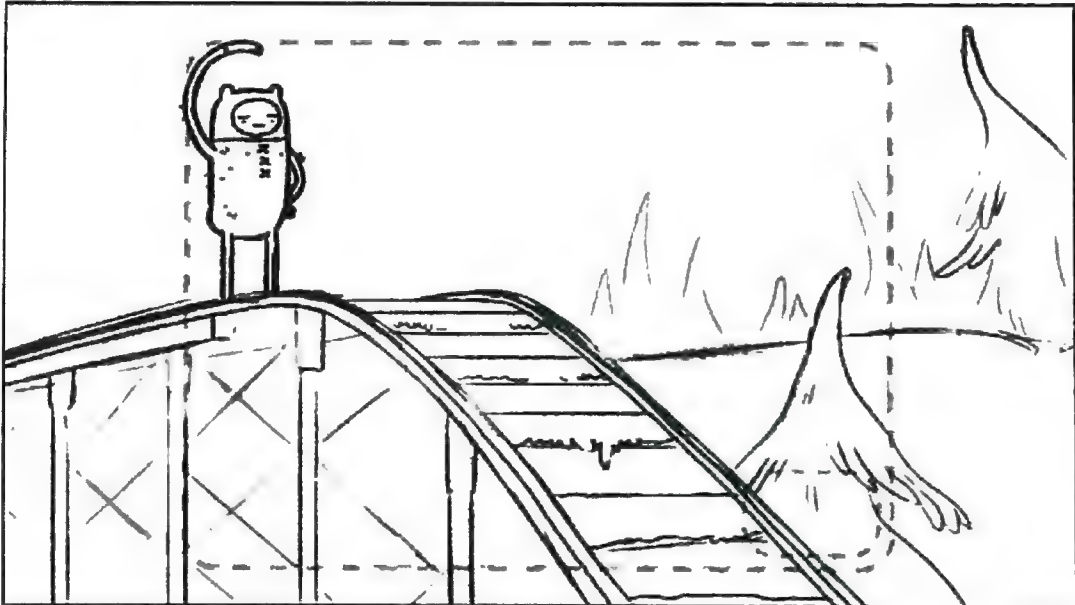
1042 245

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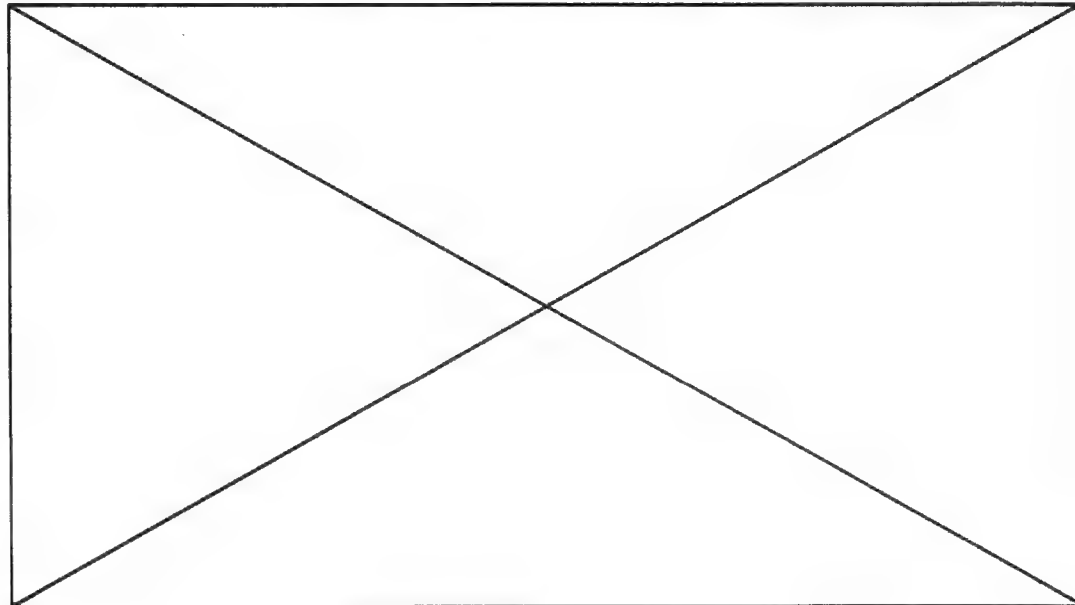
# ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	-FINN HAS DORED OFF
Timing:	

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Production :

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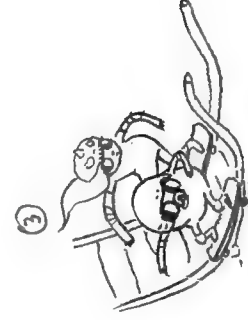
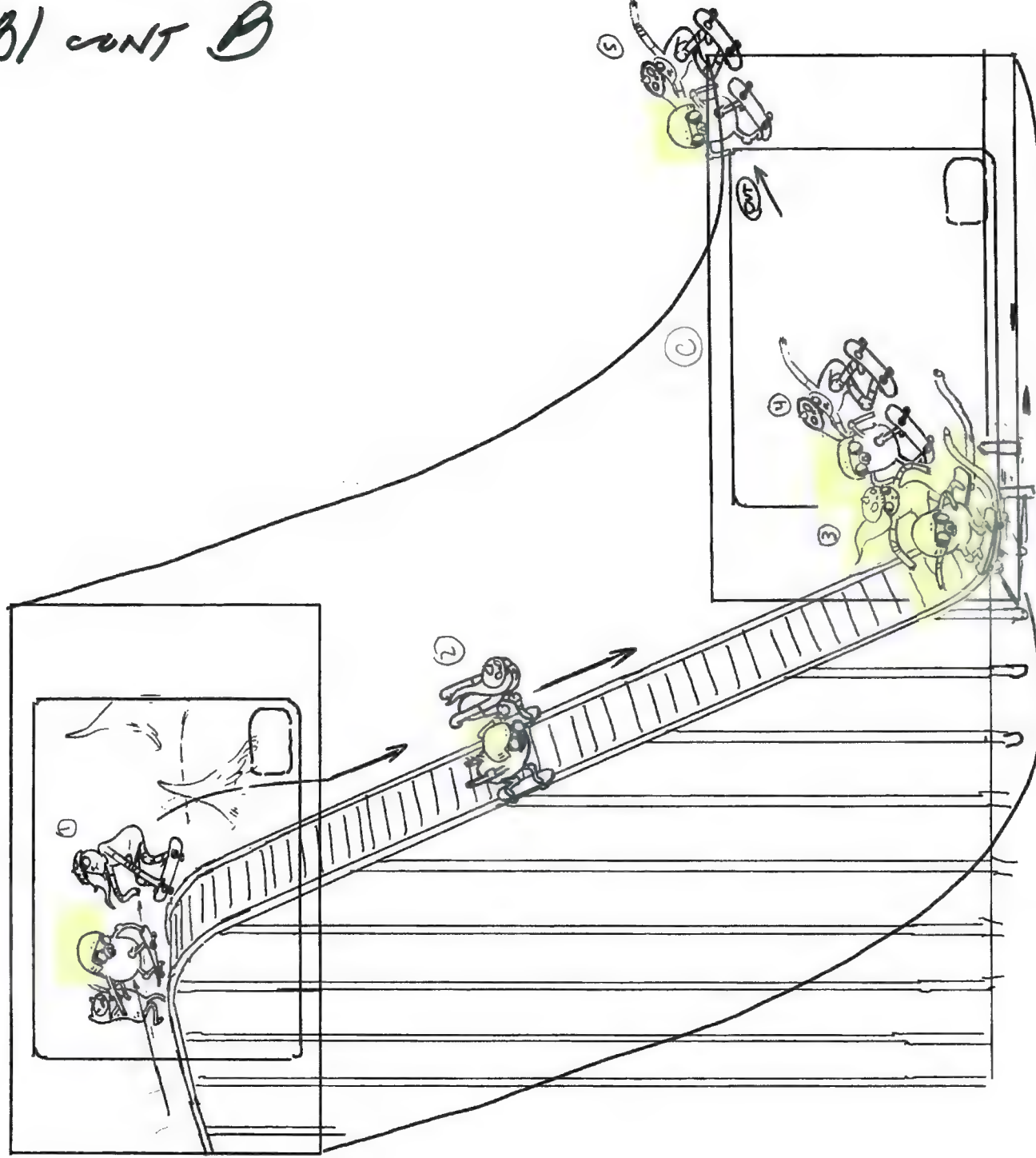
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## ADVENTURE TIME

sc. 131 consp. B

131 cont B



MAR 16 2016

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ADVENTURE TIME

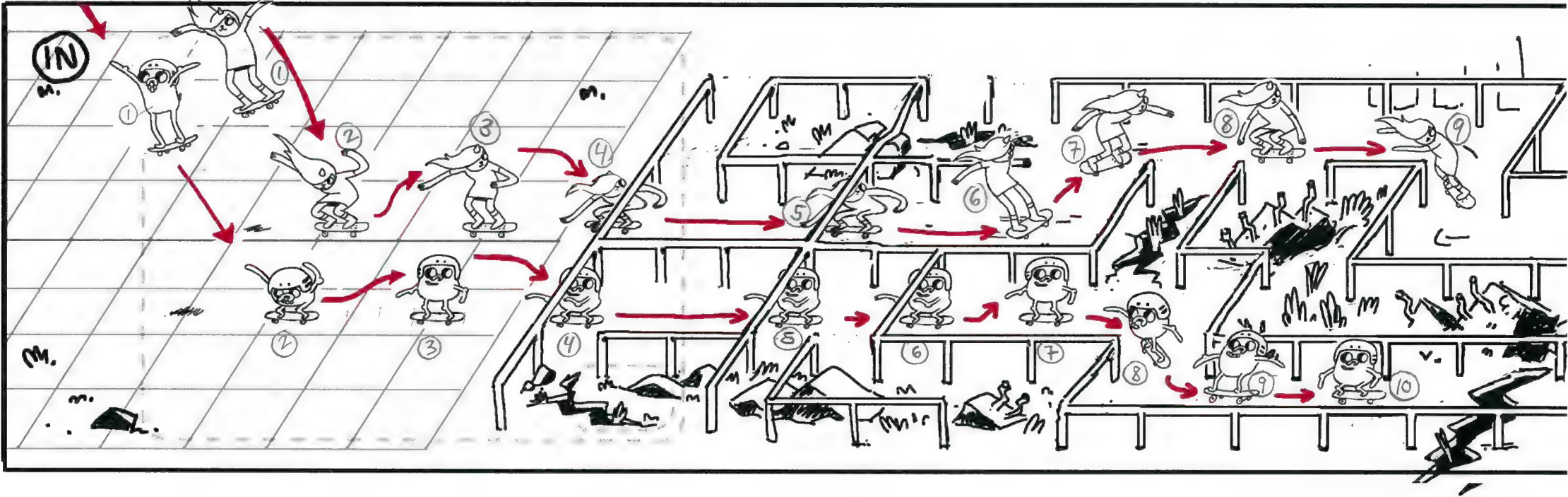


Sc. 132

PNL.A

START PAN

PAN CONTINUES ON NEXT PAGE →



PAN W/ ACTION

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1042 245

1042 245



# ADVENTURE TIME



Sc. 132 CONT

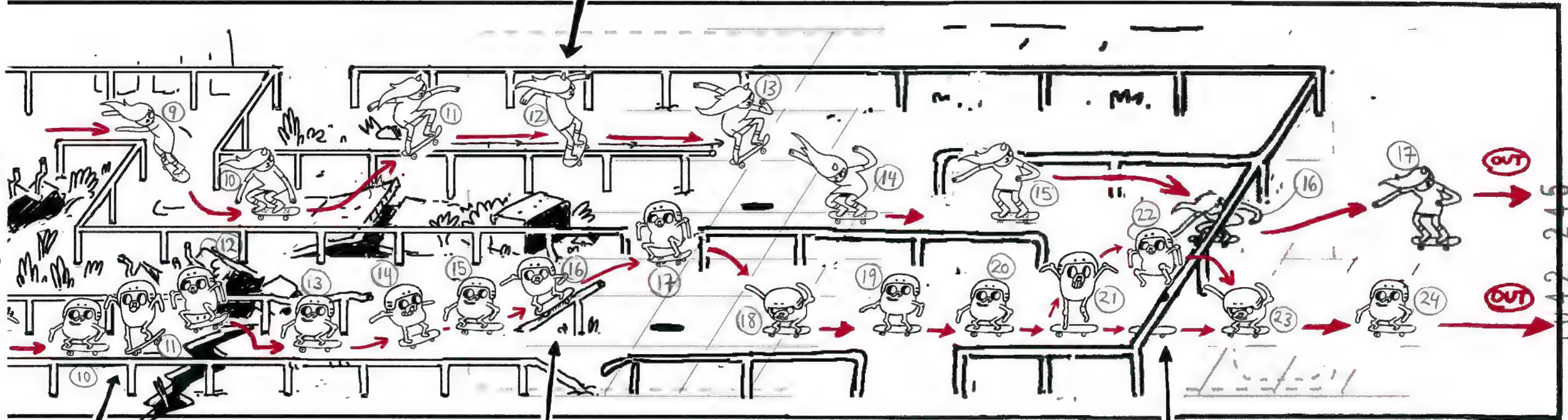
PNL. B

Page 237 A  
238 NEXT

→ PAN CONTINUES → END PAN

ACTION: "BOARDSLIDE"  
B. SLIDE ACROSS  
END OF RAIL

1042 245



ACTION: "OLLIE"  
J. & BOARD  
JUMP ("OLLIE") OVER  
CRACK.

ACTION: "POLE JAM"  
J. GRINDS UP & OFF  
THE END OF RAIL.

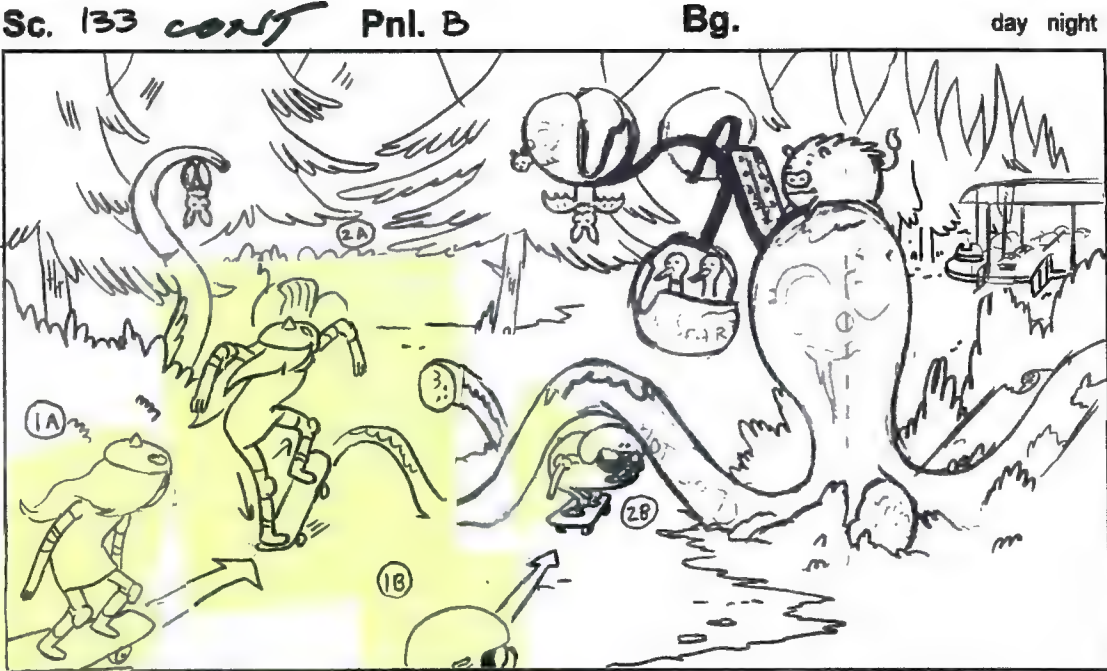
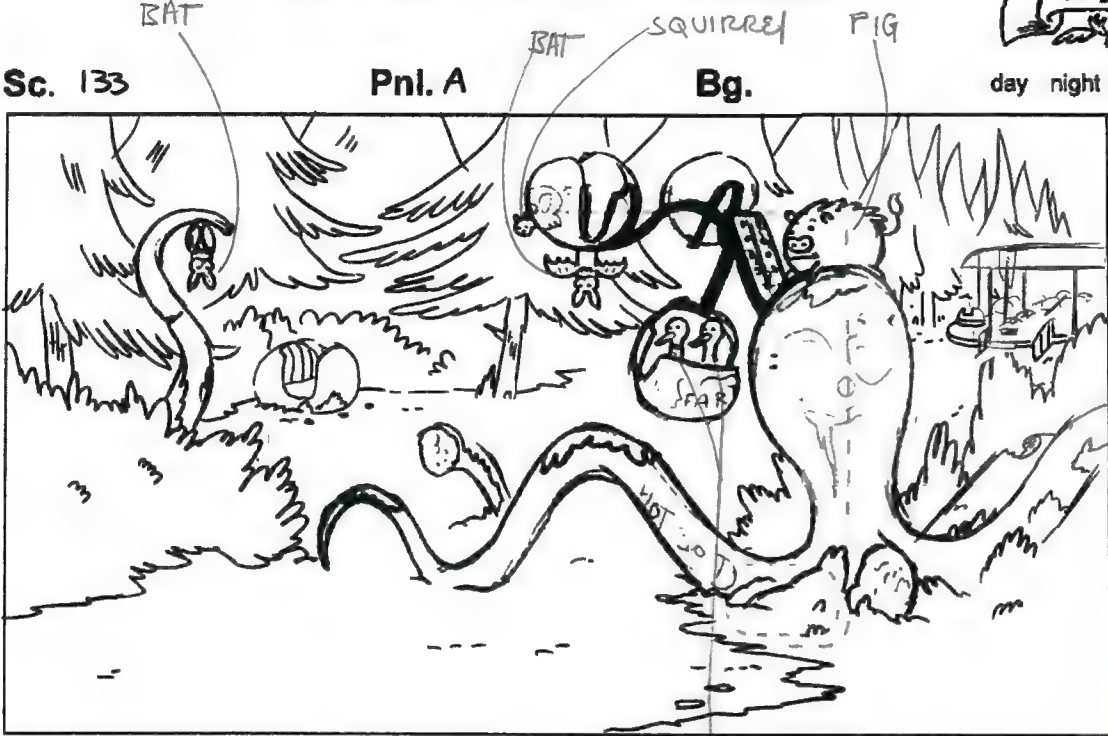
ACTION: "HIPPIE JUMP"  
- J. JUMPS OVER RAIL,  
WHILE BOARD GOES UNDER.  
J. LANDS ON BOARD ON  
THE OTHER SIDE.

MAR 16 2016

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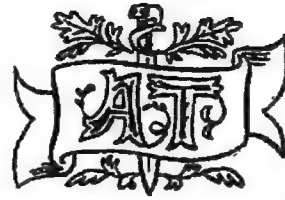
ADVENTURE TIME



Dialog:
Action:
Timing:

MAR 16 2016

# ADVENTURE TIME



BAT

BAT

PIG

Page 239

239A-EXT  
day night

Sc. 133 *cont* Pnl. C Bg. day night



Sc. 133 *cont* Pnl. D Bg. day night



Dialog:

Action:

Timing:



MAR 16 2016

1042 245

1042-245

EPISODE #

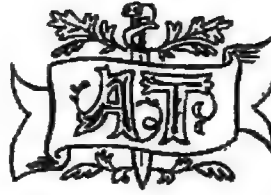
1042 245

Production :

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# ADVENTURE TIME



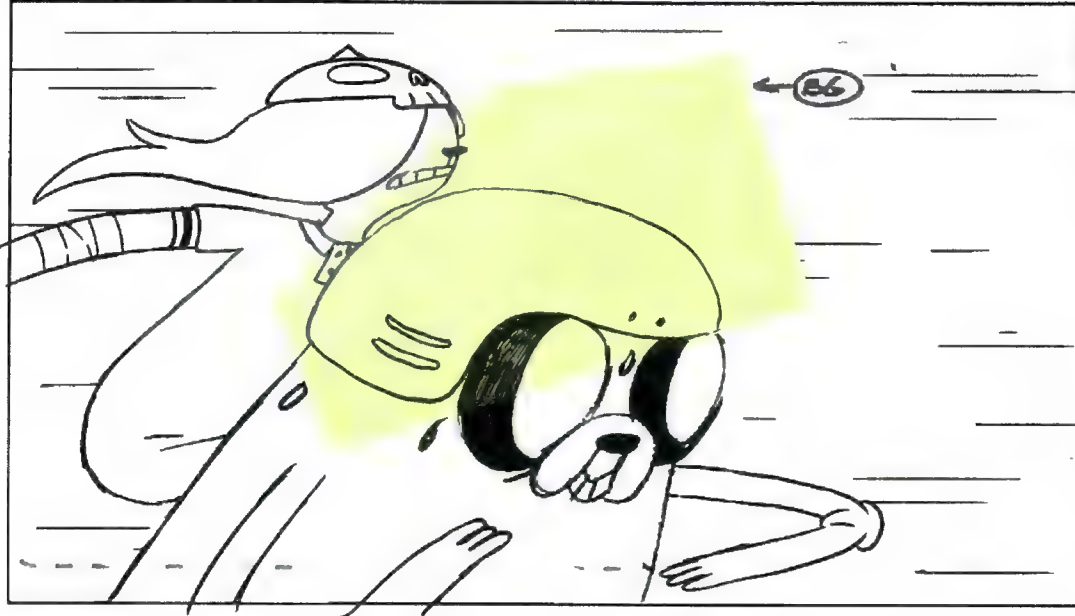
Page 239 A  
240 NEXT  
day night

Sc. 134

Pnl. A

Bg.

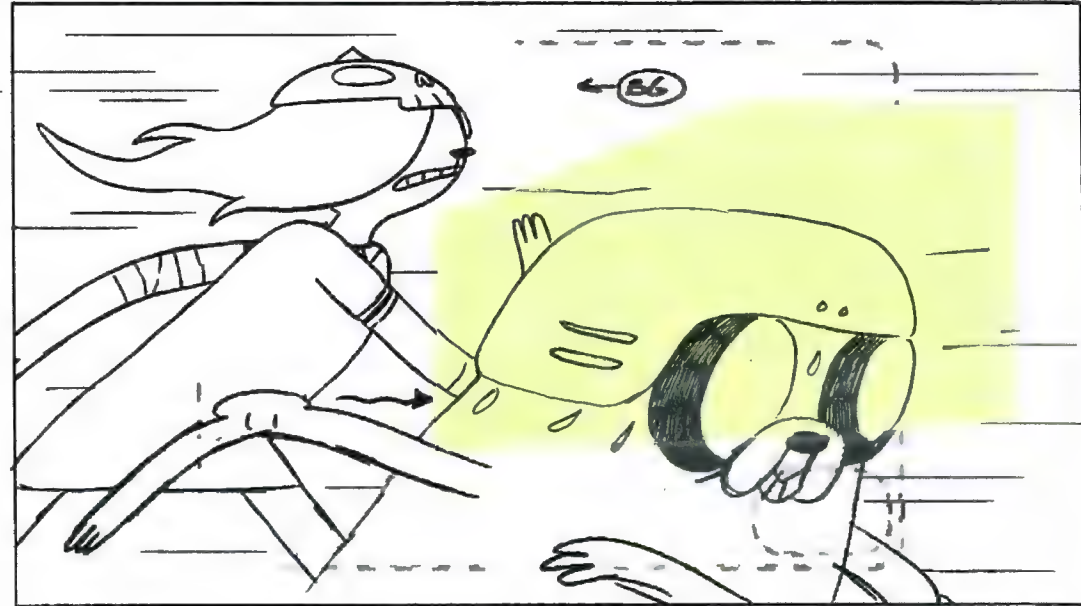
day night



Sc. 134 CONT

Pnl. B

Bg.



Dialog:

Action:

- JAKE PULLS AHEAD A LITTLE

MAR 16 2016

Timing:

1042-245

EPISODE #

1042 245

Production :

1042 245

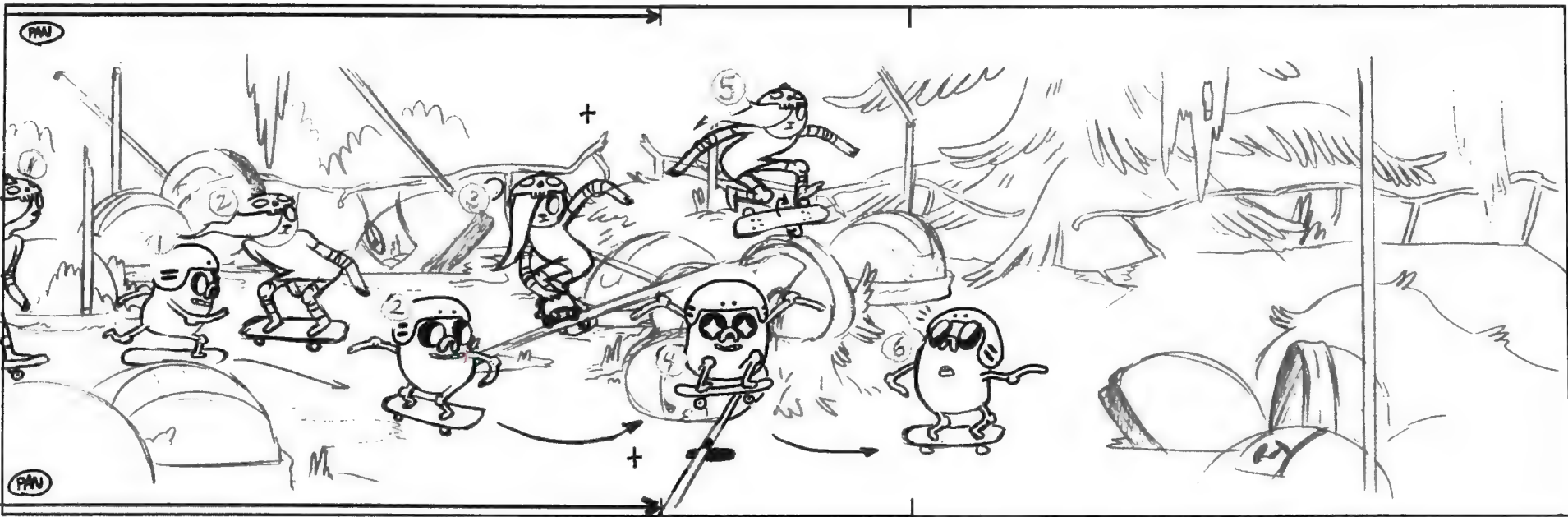


ADVENTURE TIME



Page 240

Sc. 135 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

WITH SKATE BOARDING

MAR 16 2016

1042 245

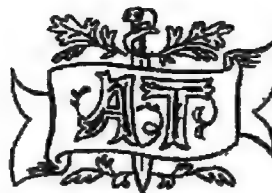
1042 245

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EPISODE # 1042 245 1042-245 Production :



# ADVENTURE TIME

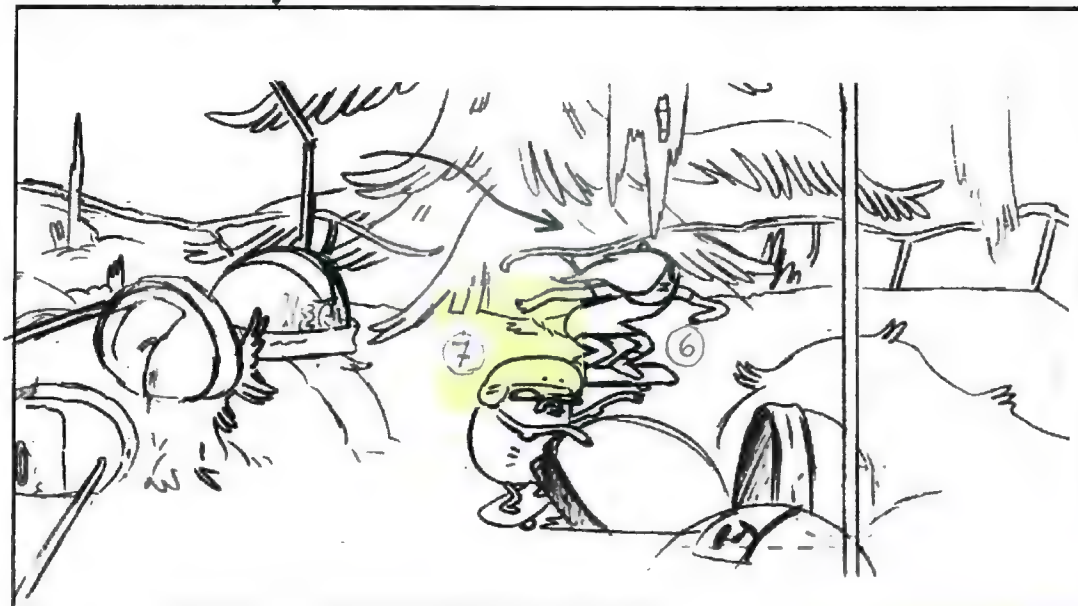


Page 241

Sc. 135 *cont* Pnl. B

Bg.

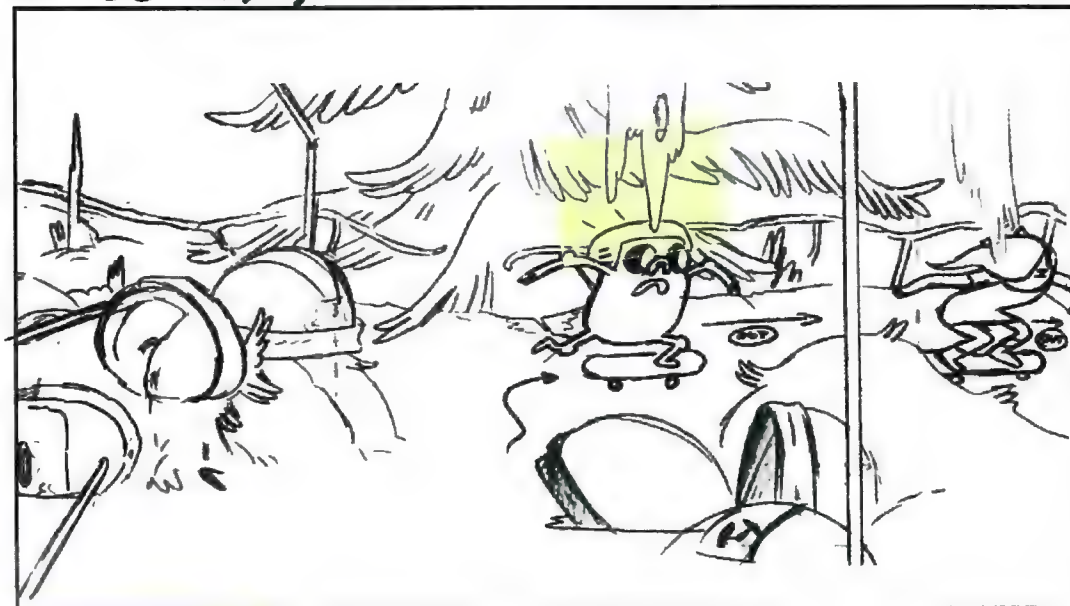
day night



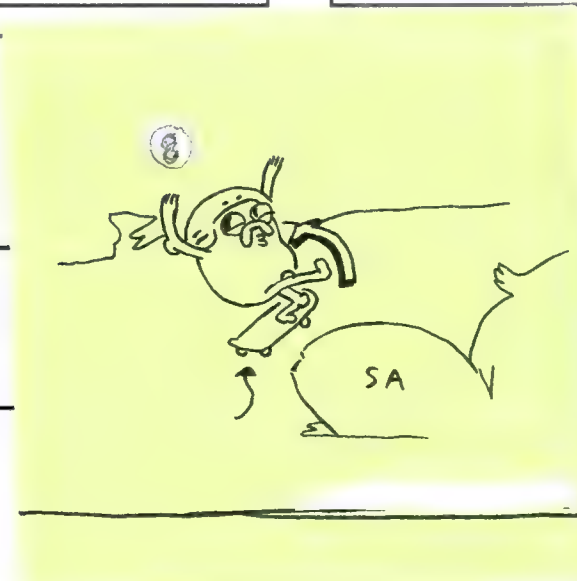
Sc. 135 *cont* Pnl. C

Bg.

day night



Dialog:	(J) DOOF!!
Action:	MOMENTARILY DISTRACTED (J) BUMPS INTO BUMPER CAR
Timing:	



(J) GNYAGH!!
(J) RECOVERS QUICKLY
MAR 16 2016

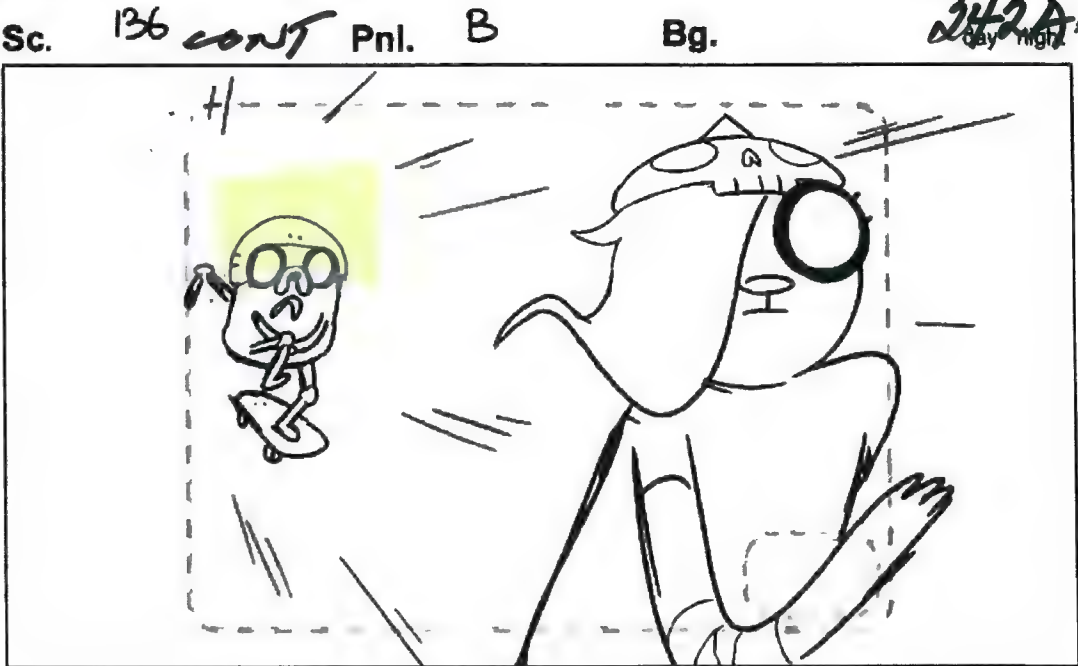
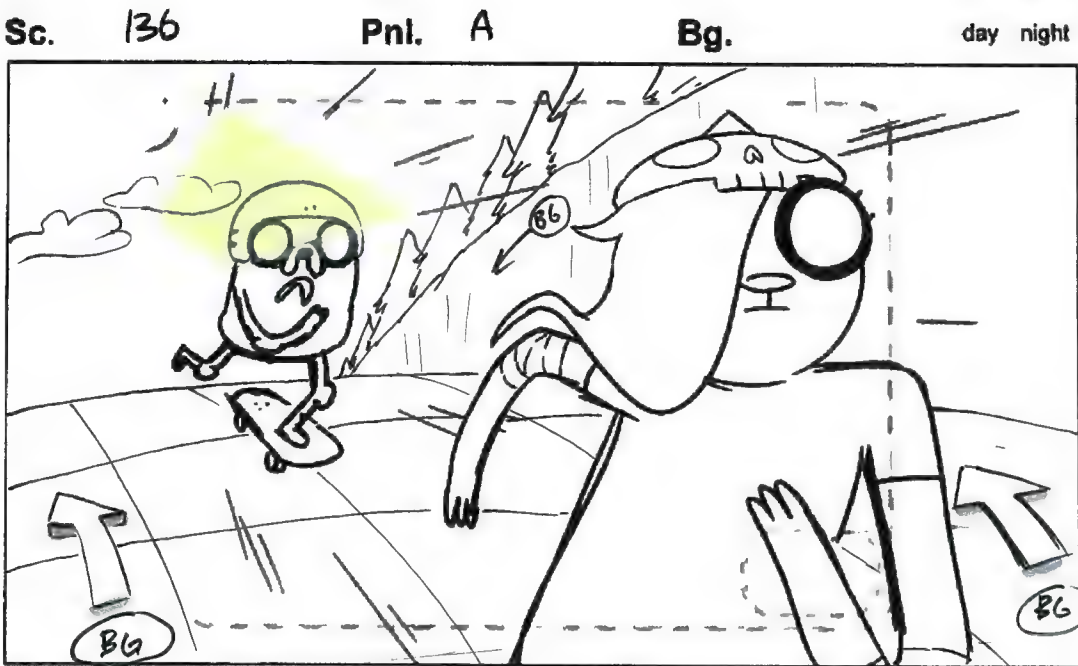
EPISODE # 1042-245

Production :

1042 245

1042 245

ADVENTURE TIME



Dialog:	⑤ ≡ HUFFING & PUFFING:
Action:	⑤ CAN'T KEEP UP AND STARTS FALLING BEHIND
Timing:	

MAR 16 2016

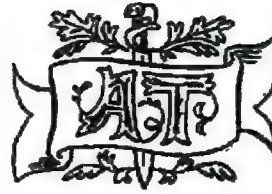
EPISODE # 1042-245

Production :

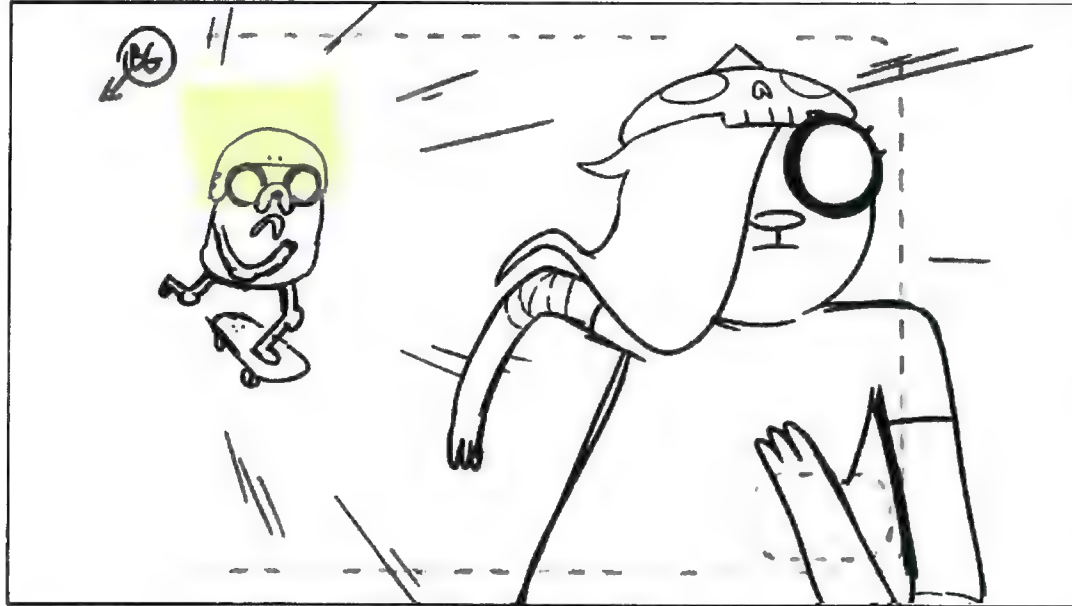
1042 243

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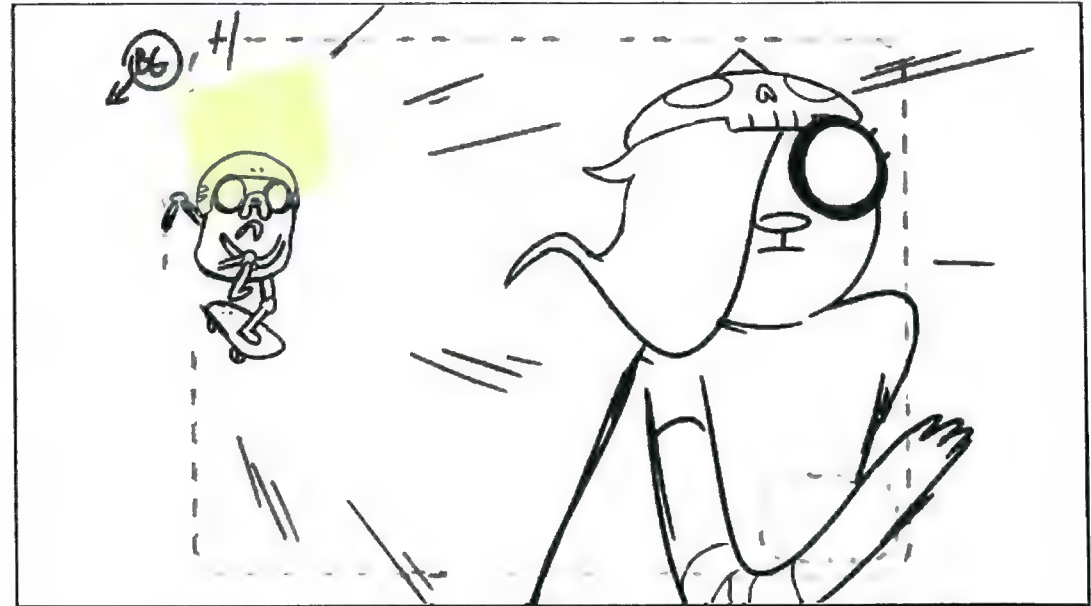
# ADVENTURE TIME



Sc. 136 *cont* Pnl. C Bg. day night



Sc. 136 *cont* Pnl. D Bg. day night



Dialog:

⑤ ≡ HUFFING & PUFFING:

Action:

⑤ CAN'T KEEP UP AND STARTS  
FALLING BEHIND

MAR 16 2016

Timing:

EPISODE # 1042-245

Production :

1042 245

Page 242 A

242 NEXT

1042 245

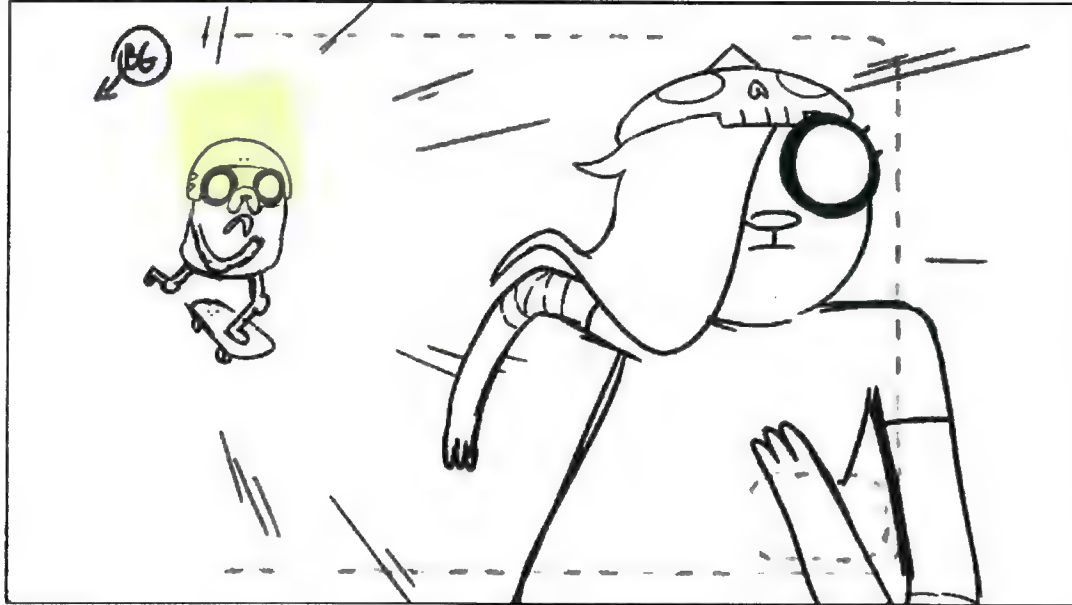
# ADVENTURE TIME



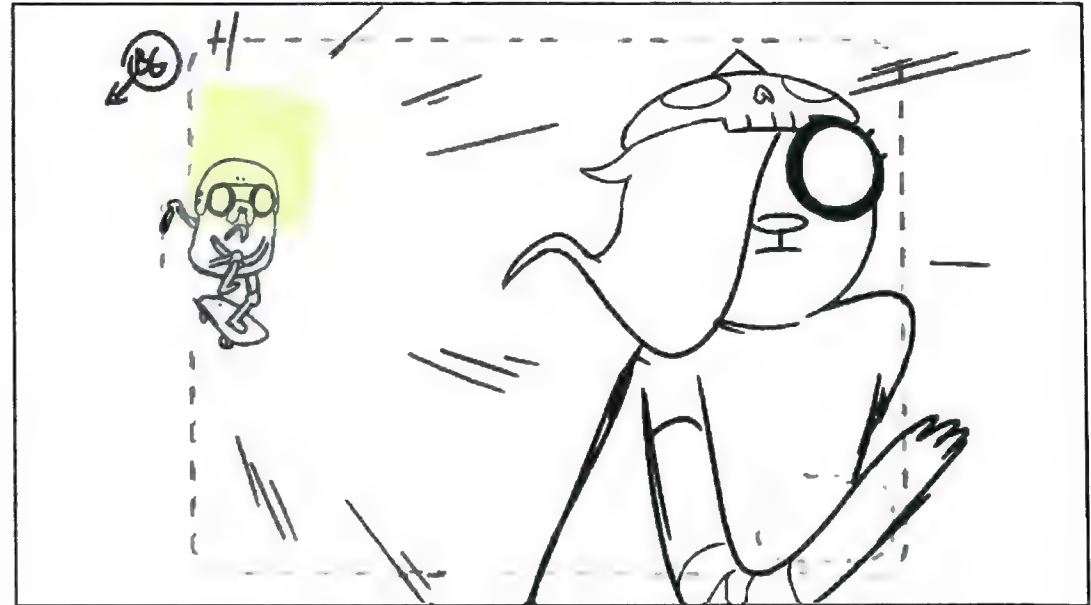
Page 242 B

242C NEXT

Sc. 136 CONT Pnl. E Bg. day night



Sc. 136 CONT Pnl. F Bg. day night



Dialog:

⑤ ≡ HUFFING & PUFFING:

Action:

⑤ CAN'T KEEP UP AND STARTS FALLING BEHIND

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245

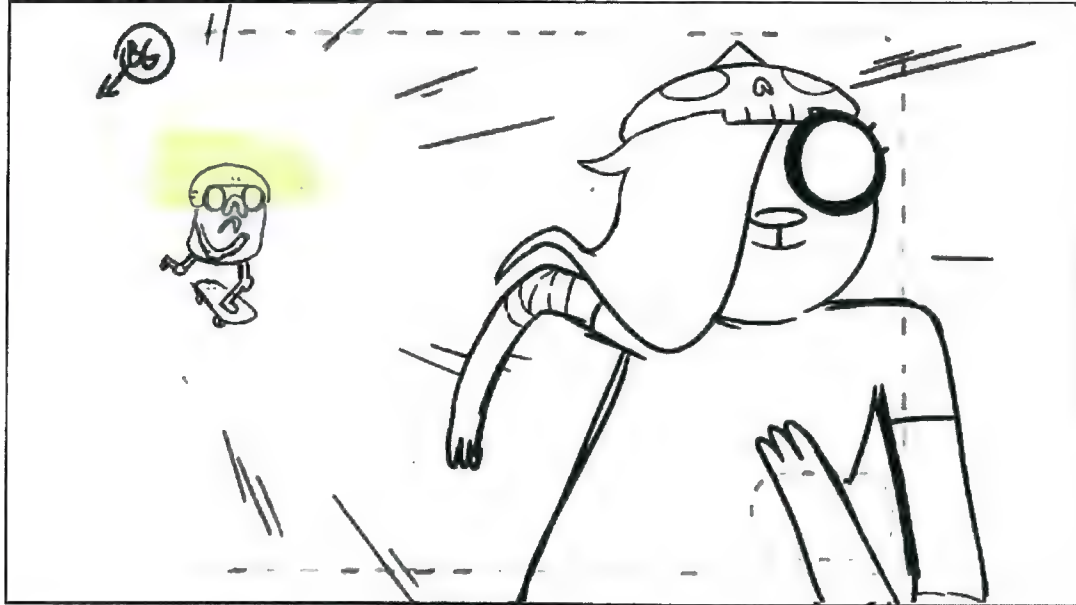


ADVENTURE TIME

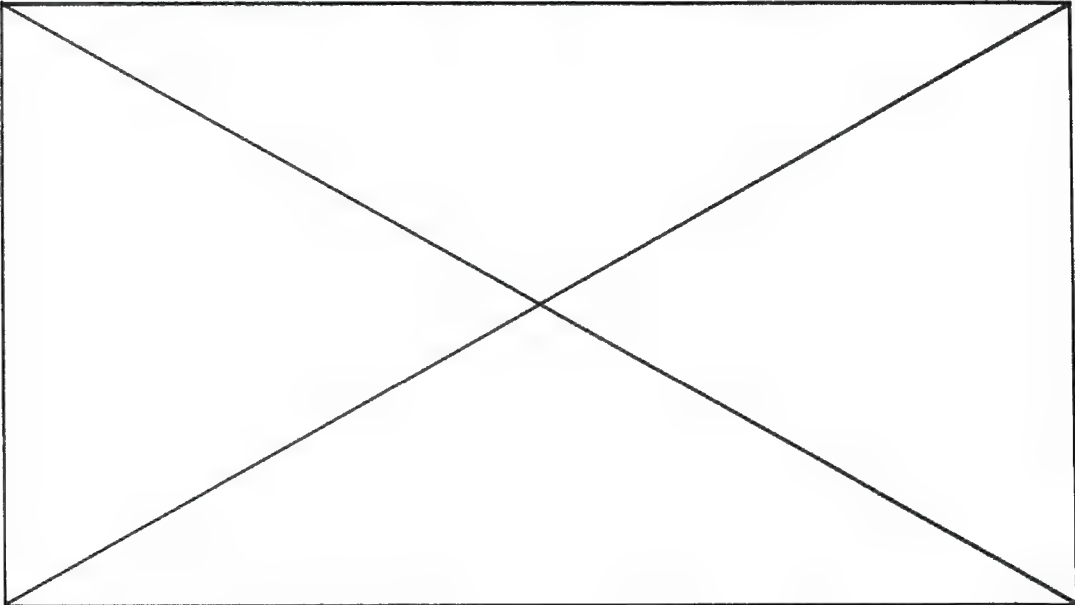


Page 242 C  
243 Next  
day night

Sc. 136 cont Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:	⑤ = HUFFING & PUFFING
Action:	MAR 16 2016
Timing:	

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1042 245  
Production :

1042 245

ADVENTURE TIME



Sc. 137

Pnl. A

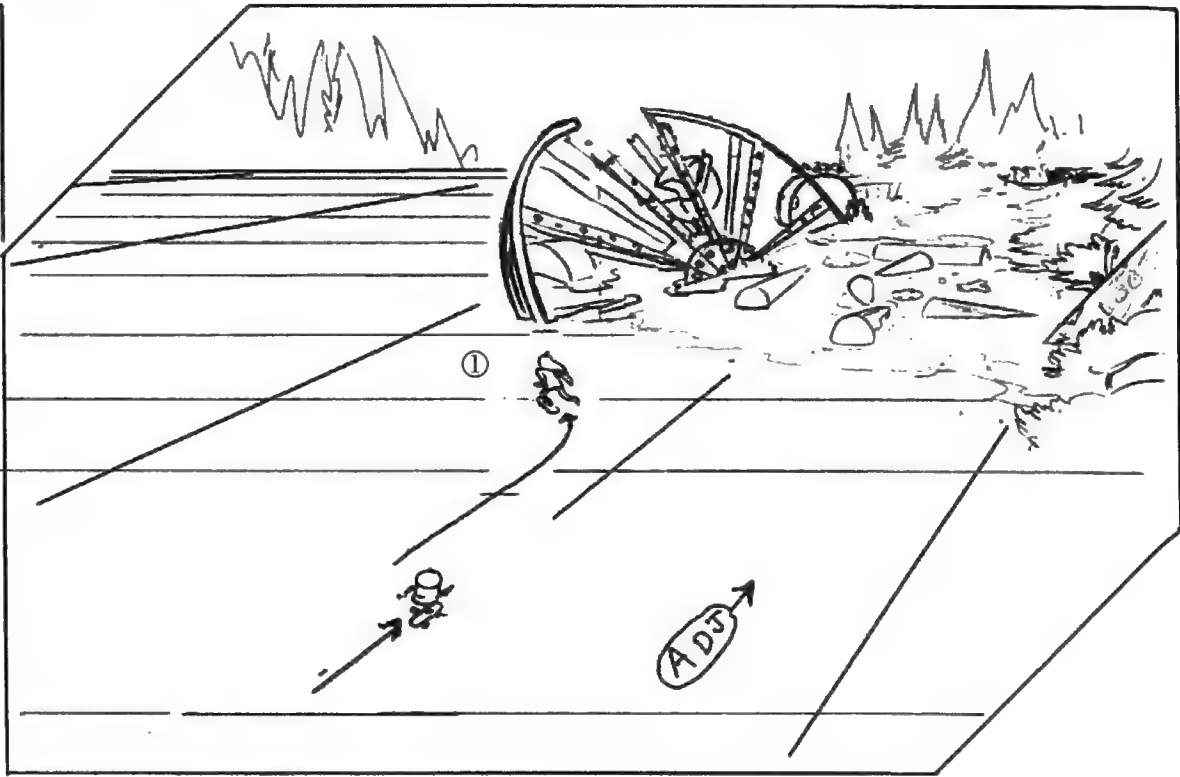
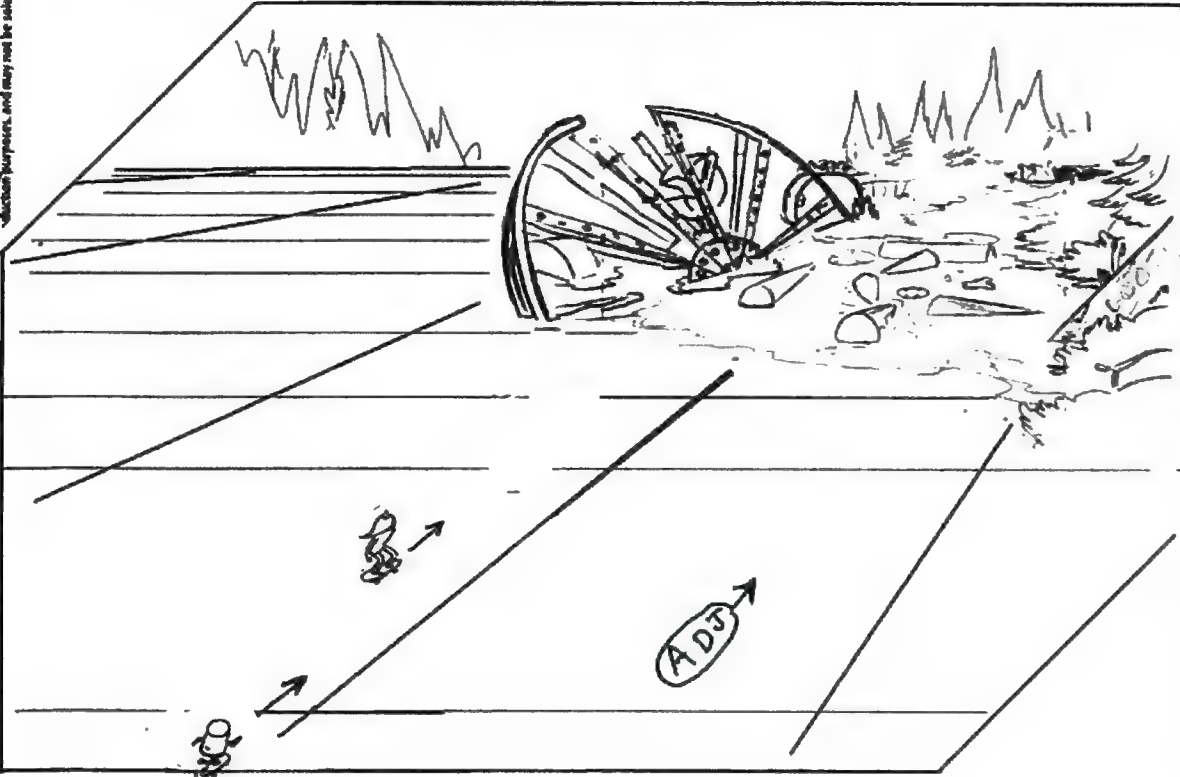
Bg.

day night

Sc. 137 *cont* Pnl. B

Bg.

day night



Action:

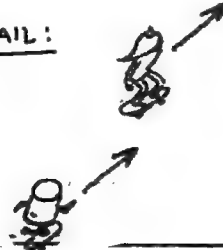
- BRONWYN + JAKE HEAD TOWARDS LOGS.

- BRONWYN VEERS LEFT

MAR 16 2016

DETAIL:

Timing:



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EPISODE #

1042 245

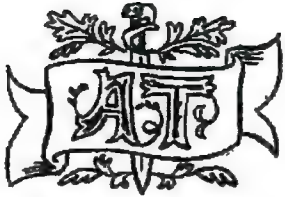
1042-245

1042 245

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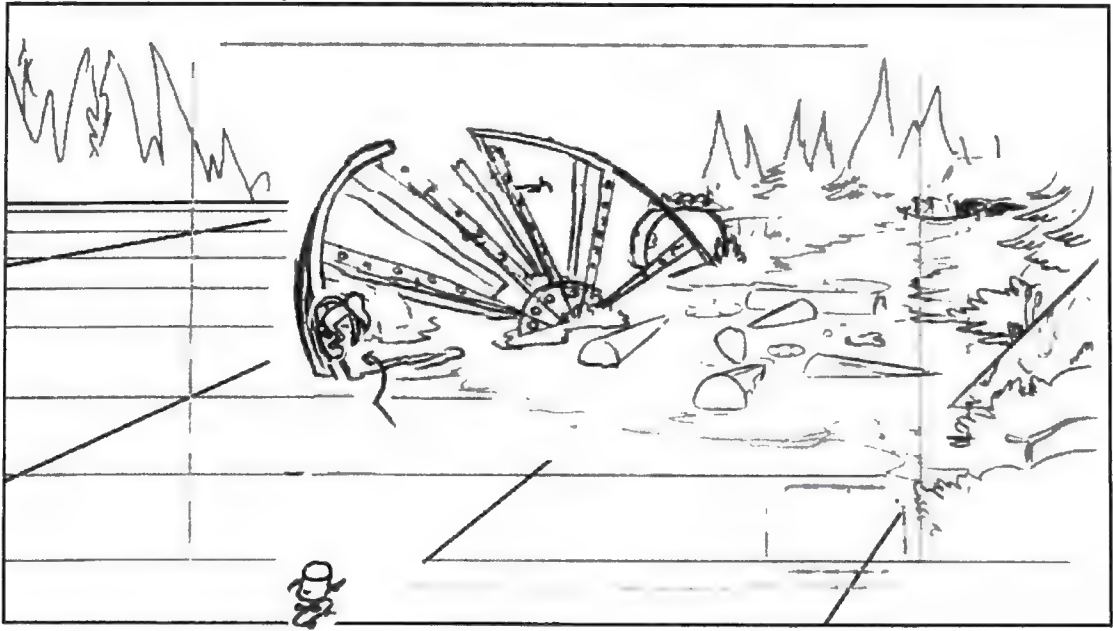
ADVENTURE TIME



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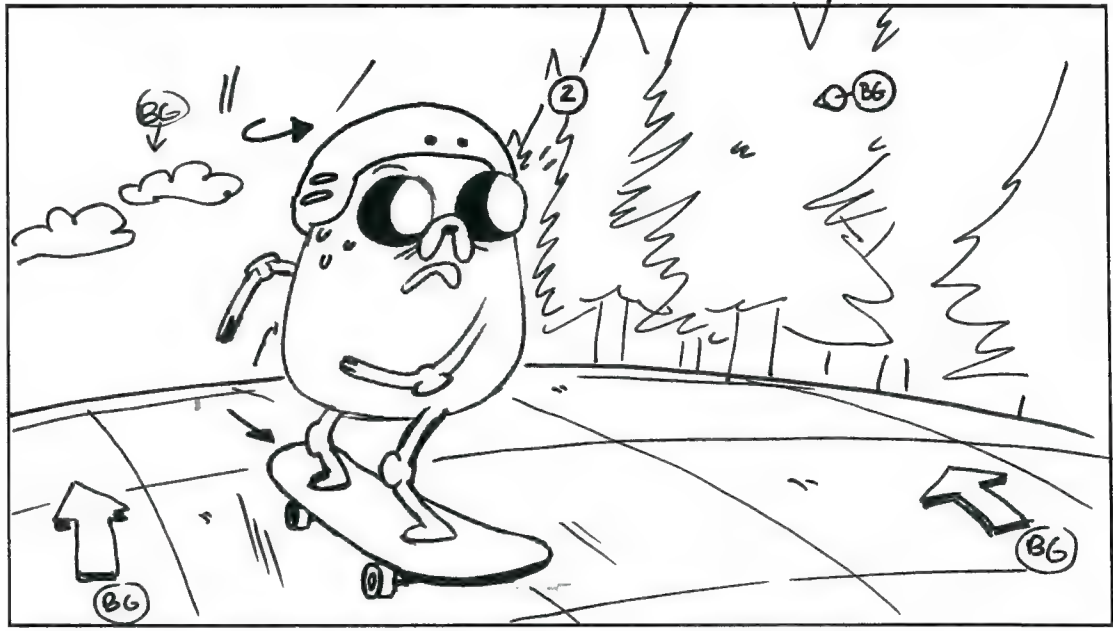
Sc. 137 cont Pnl. C

Bg. day night

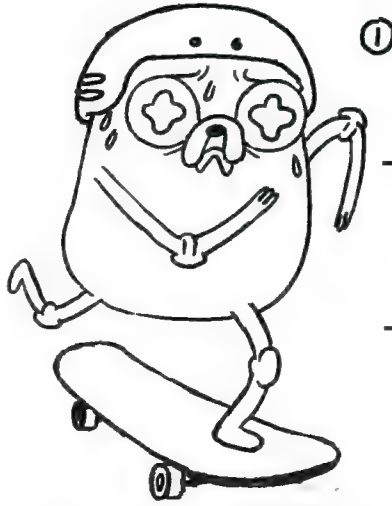


Sc. 138

Pnl. A Bg. day night



Dialog:	①, ② (J) HUH?
Action:	JAKE NOTICES (B) HAS TAKEN A TURN MAR 16 2016
Timing:	



1042 245

EPISODE # 1042-245  
1042 245

Production :

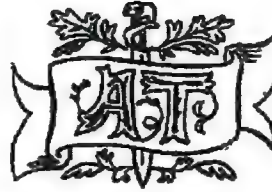
1042 245

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# ADVENTURE TIME



Page 245

Sc. 139

Pnl. A

Bg.

day night

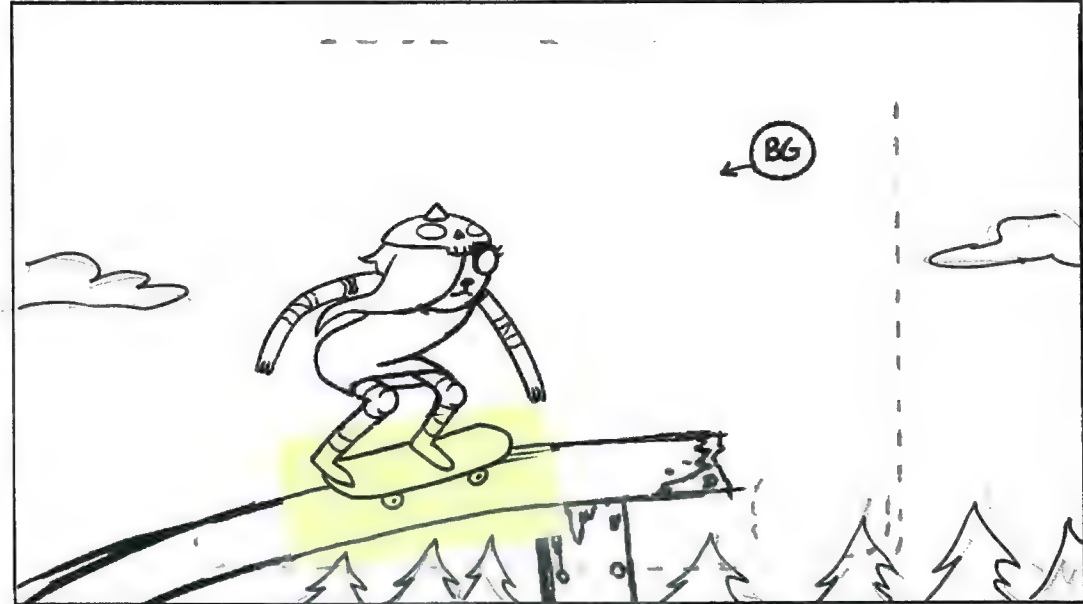


Sc. 140

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

Production :

EPISODE #

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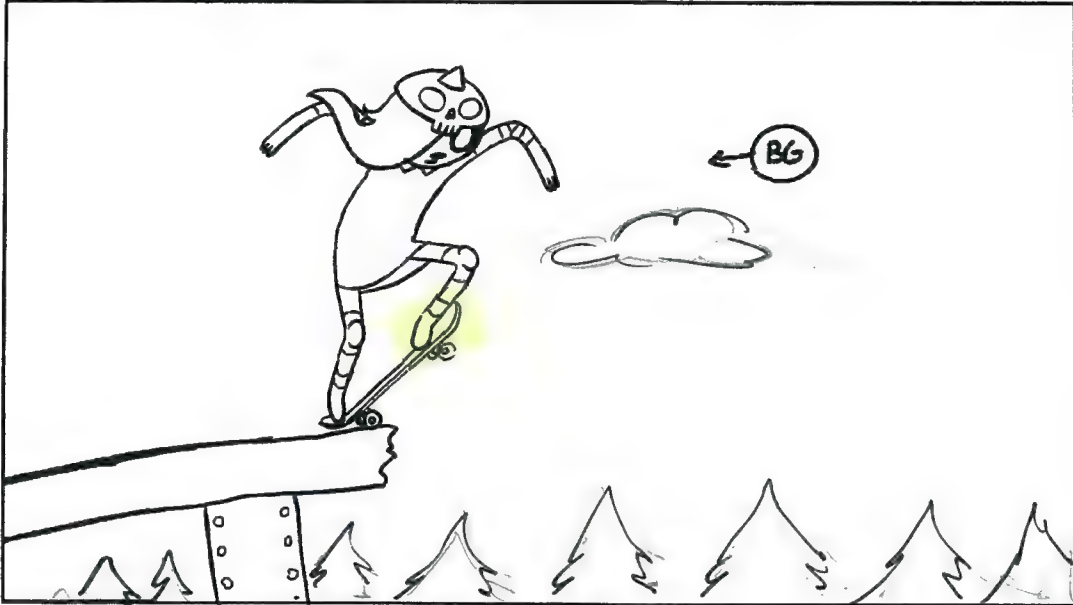
1042 245

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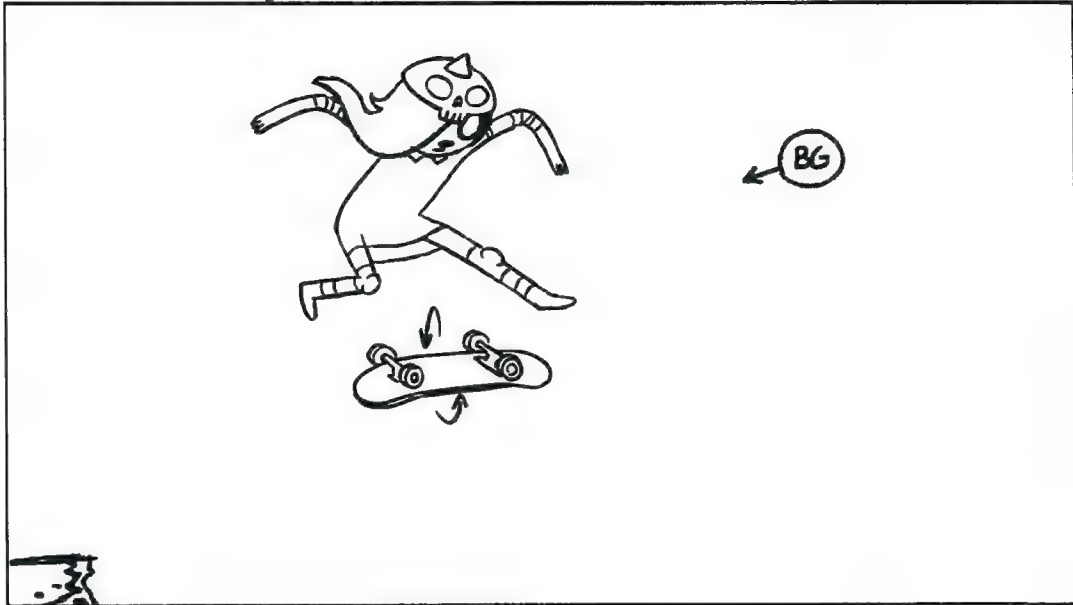
ADVENTURE TIME



Sc. 140 *cont* Pnl. B Bg. day night



Sc. 140 *cont* Pnl. C Bg. day night



Dialog:	
Action:	- B. JUMPS GAP.
Timing:	
MAR 16 2016	

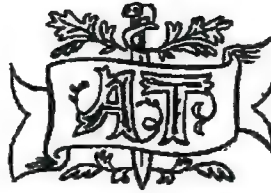
1042-245 EPISODE #

1042 245

Production :

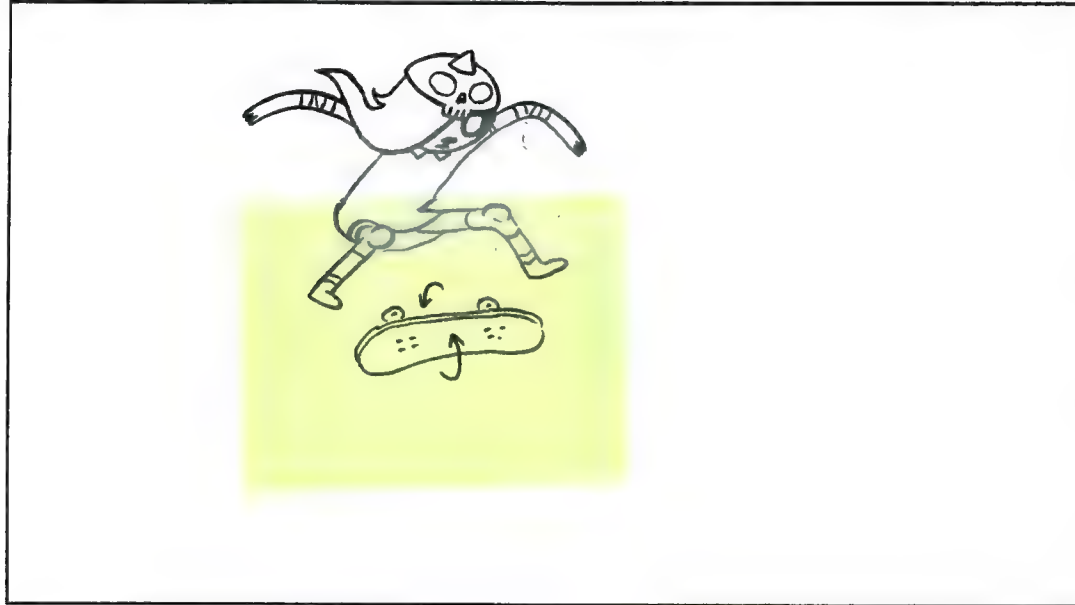
1042 245

# ADVENTURE TIME

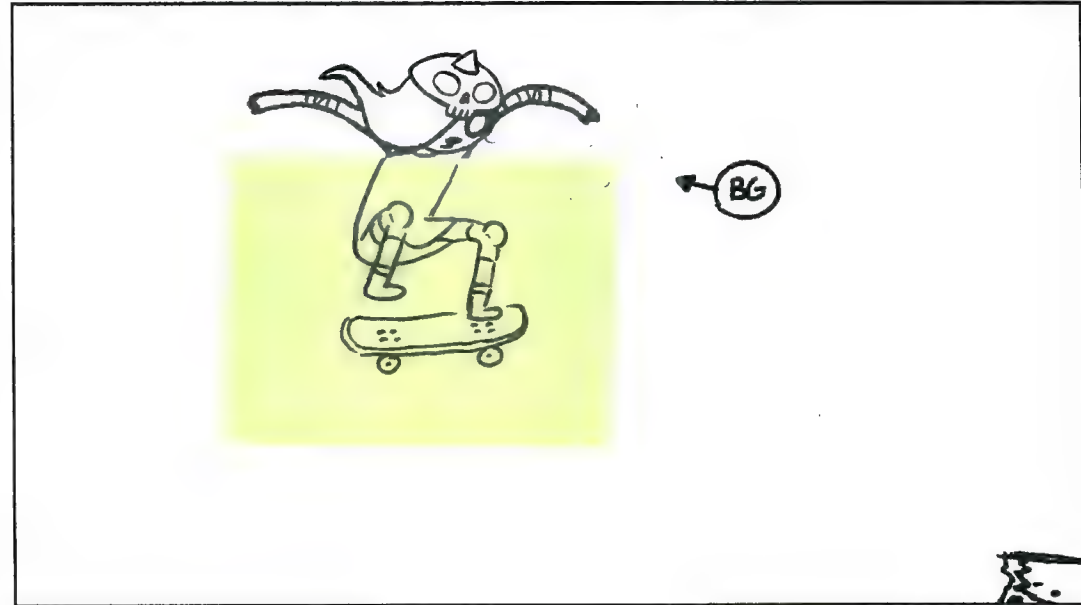


Page 247

Sc. *140 cont* Pnl. D Bg. day night



Sc. *140 cont* Pnl. E Bg. day night



Dialog:

Action:

MAR 16 2016

Timing:

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Production :

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1042 245

1042 245

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# ADVENTURE TIME

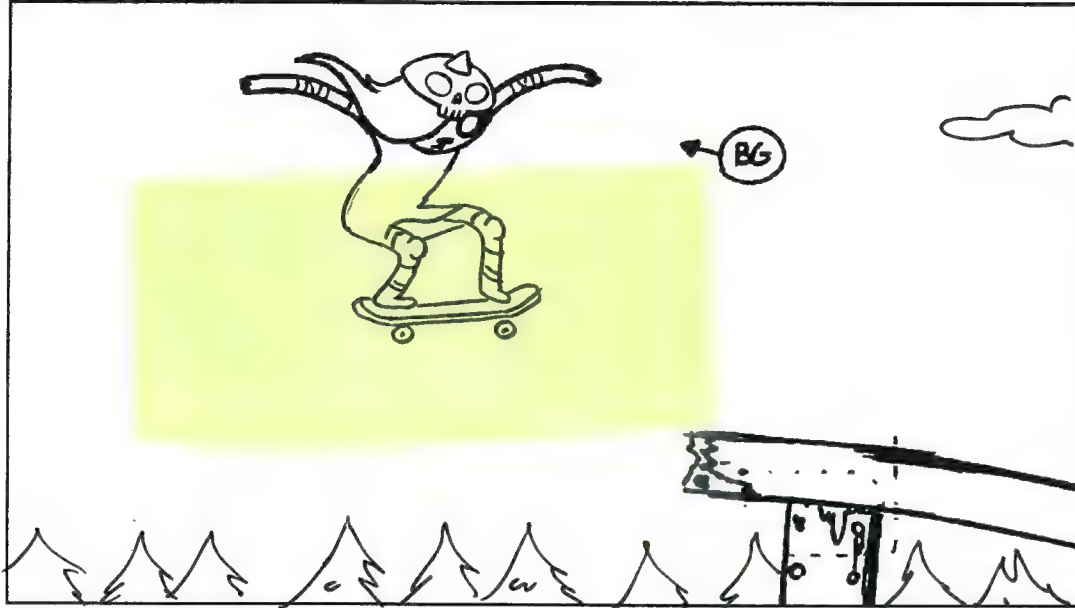


Page 248

Sc. 140 *cont* Pnl. F

Bg.

day night



Sc. 140 *cont* Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

MAR 16 2016

1042-245

EPISODE #

1042 245

Production :

1042 245

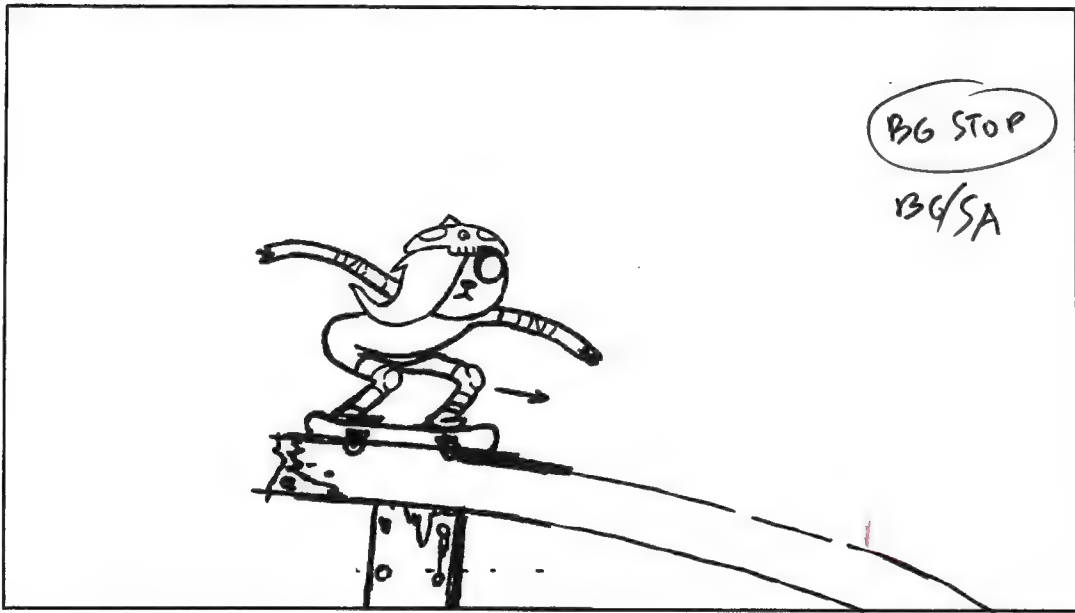
1042 245

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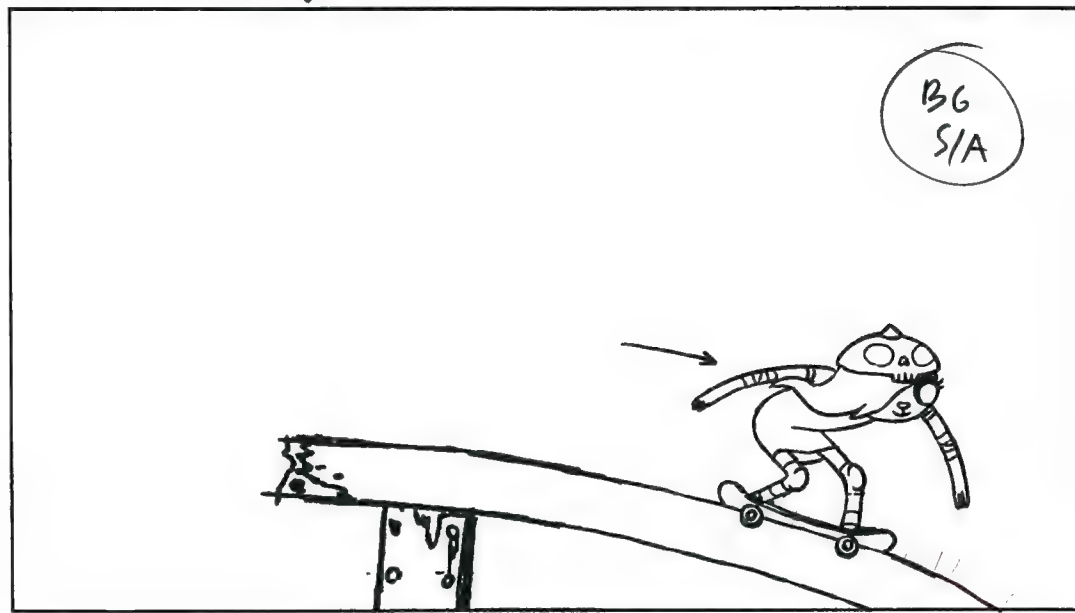
ADVENTURE TIME



Sc. 140 *cont* Pnl. 4 Bg. day night



Sc. 140 *cont* Pnl. 1 Bg. day night



Dialog:
Action:
Timing:

MAR 16 2016

Page 249  
249A NEXT

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EPISODE #

Production :

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1042 245



# ADVENTURE TIME



Page 249A  
250 NEXT  
day night

Sc. 141

Pnl. A

Bg.

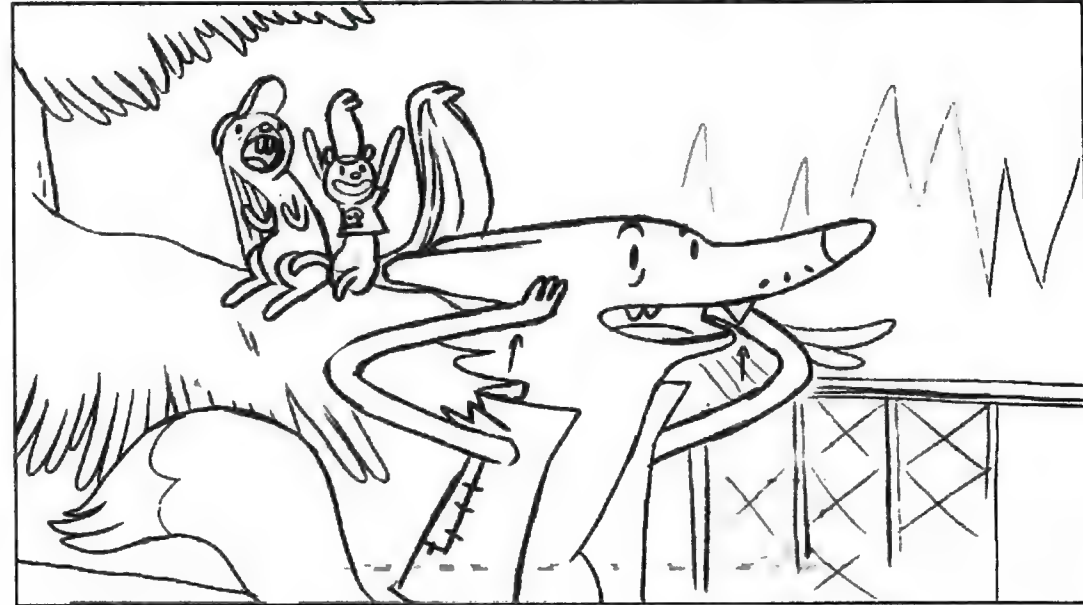
day night



Sc. 141 *cont*

Pnl. B

Bg.



Dialog:

SFX: [CROWD CHEERING]

FOX

GLOBDANG! I  
LOVE YOU BRONWYN!

Action:

MAR 16 2010

Timing:

1042-245

EPISODE #

1042 245

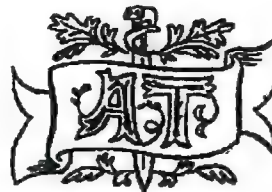
Production :

1042 245

1042 245

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# ADVENTURE TIME



Page 250

Sc. 142

Pnl. A

Bg.

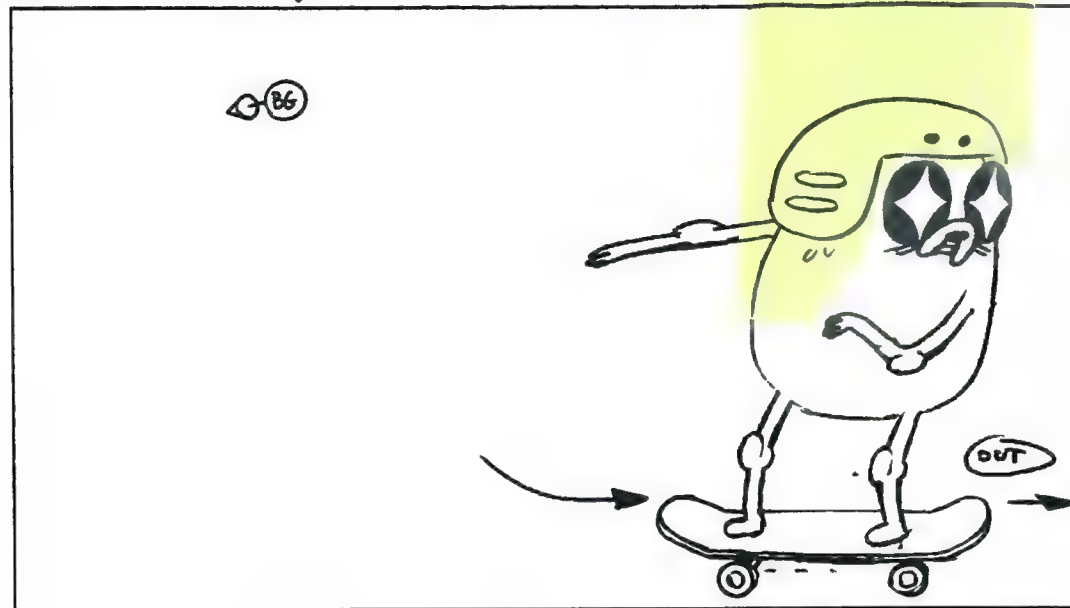
day night



Sc. 142 cont Pnl. B

Bg.

ight



Dialog:

(J) WAOH!!! Cool!!!

(J) TIME TO ICE THIS CAKE!

Action:

MAR 16 2016

Timing:

1042-245

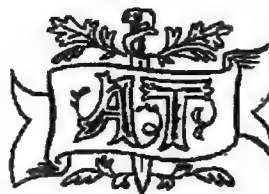
EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



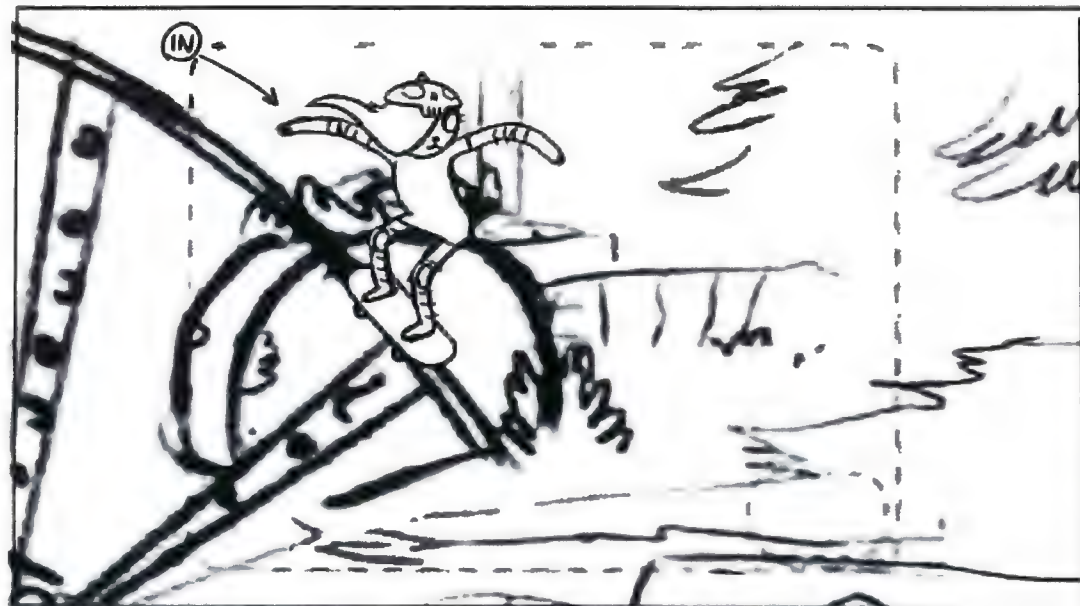
Page 251

Sc. 143

Pnl. A

Bg.

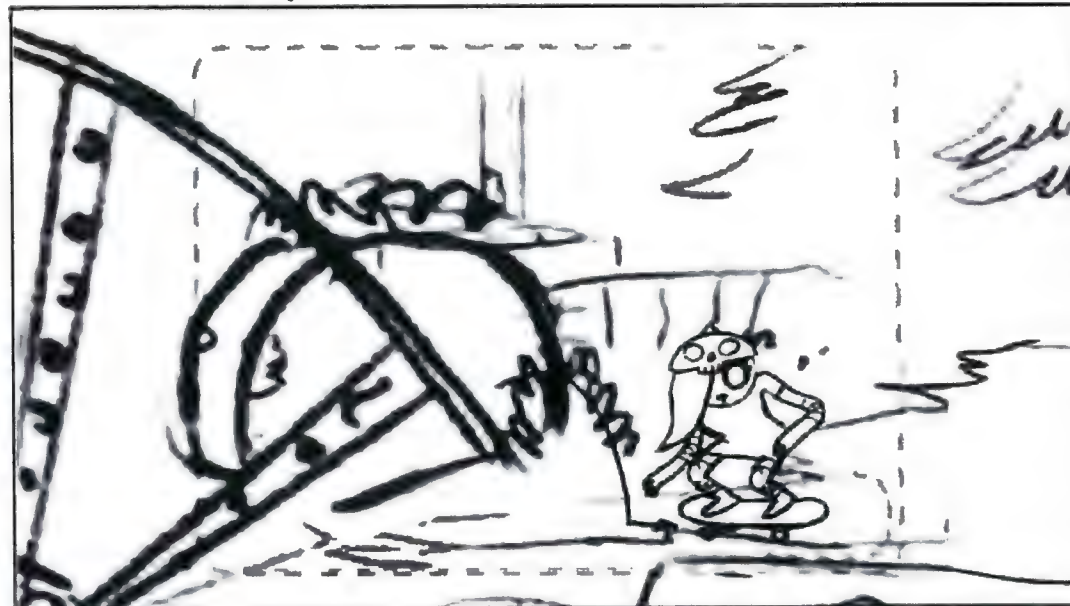
day night



Sc. 143 cont Pnl. B

Bg.

day night



Dialog:

③ (o/s) WOOOO!

Action:

- B. SKATES O/S.

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

Production :

1042 245



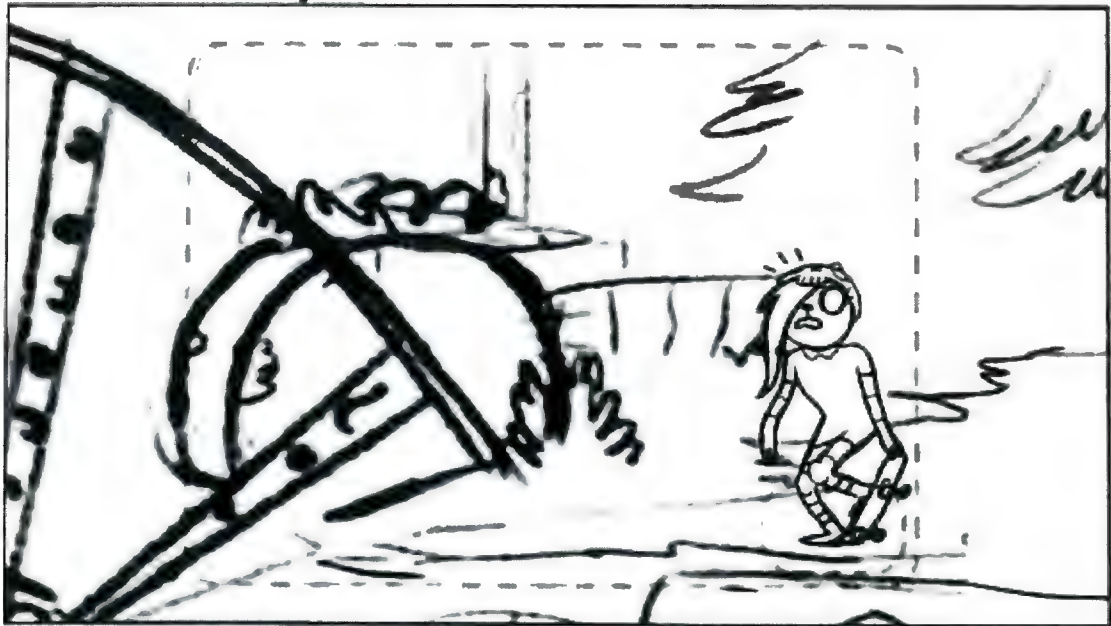
ADVENTURE TIME



Sc. 143 *cont* Pnl. C

Bg.

day night

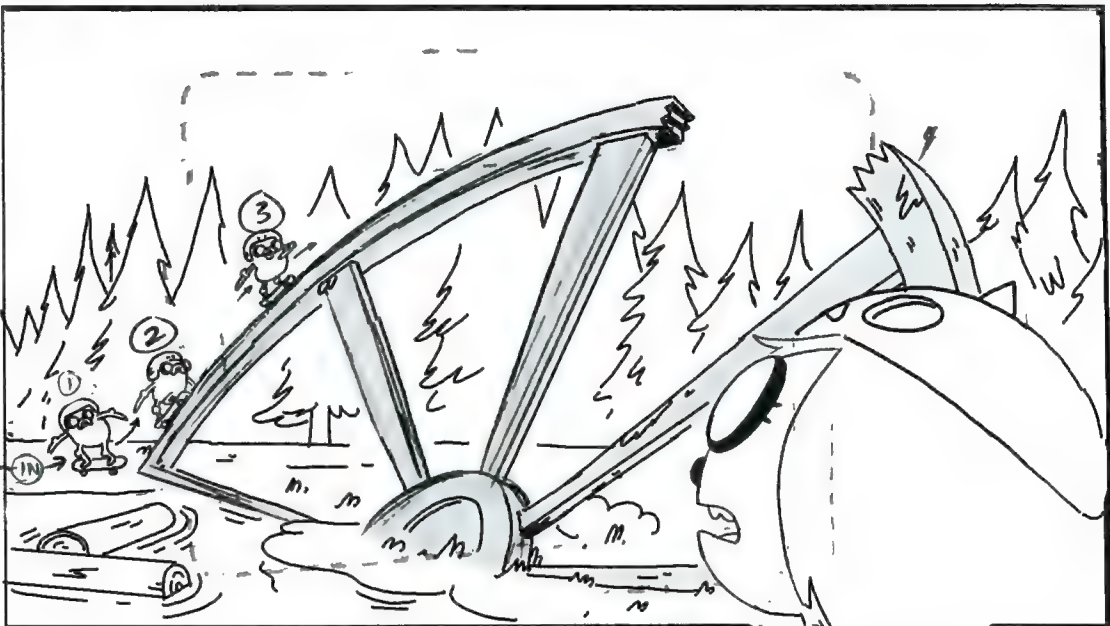


Sc. 144

Pnl. A

Bg.

day night



Dialog:

Ⓑ JAKE - NO!

Ⓑ IT TOOK ME MONTHS TO MAKE THAT JUMP!  
YOU'RE GONNA BIFF IT!

Action:

Ⓑ LOOKS BACK AND COMES  
TO A STOP

Ⓑ SEE Ⓜ GRIND UP FERRIS WHEEL TOWARDS GAP.

MAR 16 2016

Timing:

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1042 245

Production :

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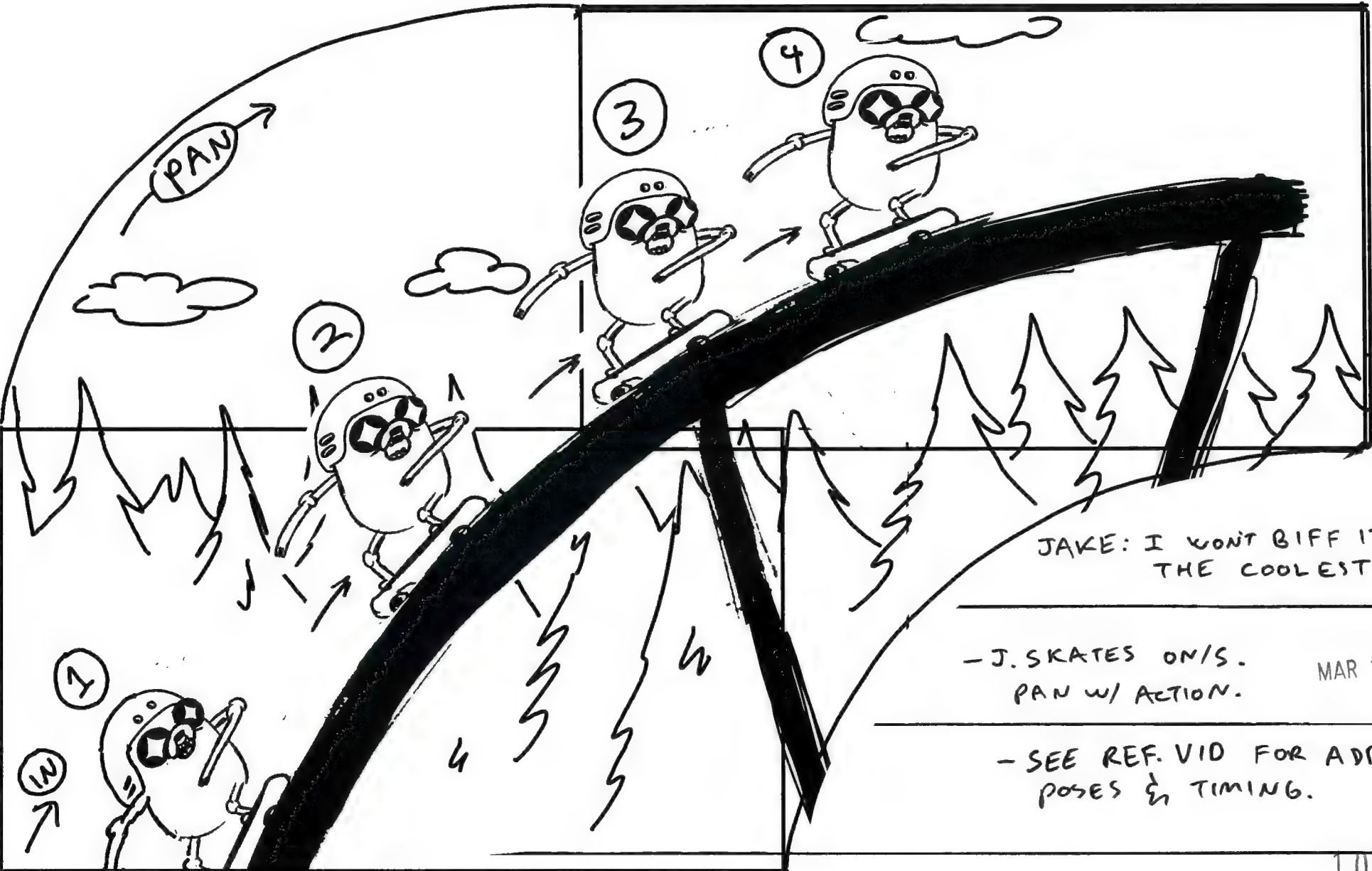
ADVENTURE TIME



SC. 145

PNL. A

Page 253  
253A NEXT



JAKE: I WON'T BIFF IT. I'M THE COOLEST...

- J. SKATES ON/S. PAN W/ ACTION. MAR 16 2016

- SEE REF. VID FOR ADDITIONAL POSES & TIMING.

245

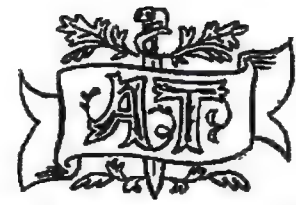
1042-245

EPISODE #  
1042 245

Production :

1042 245

ADVENTURE TIME



Page 253A  
254 NEXT  
day night

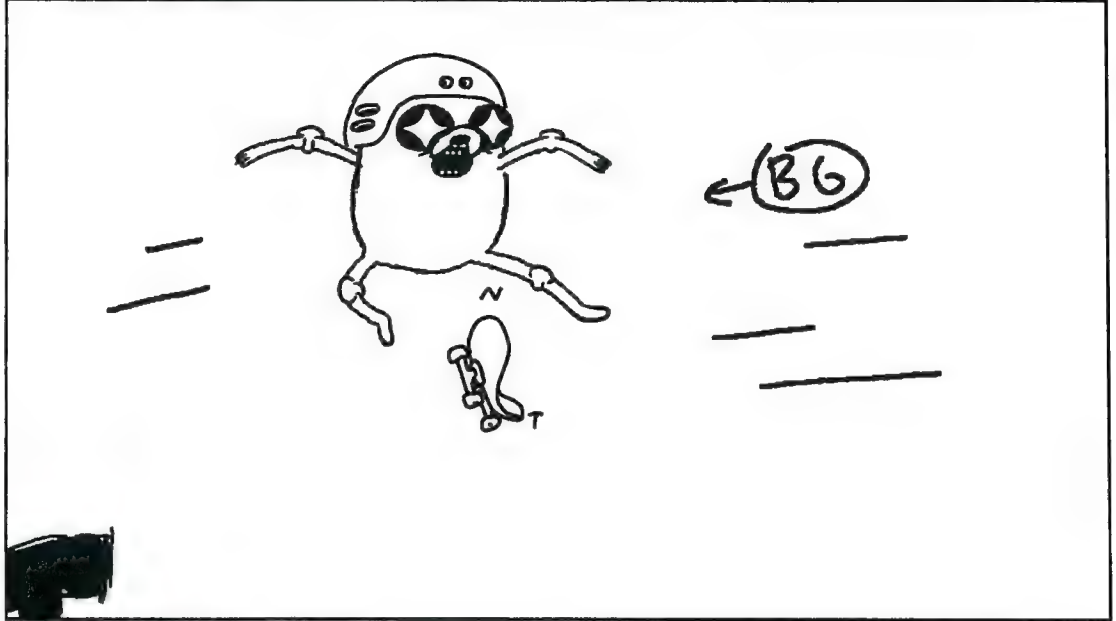
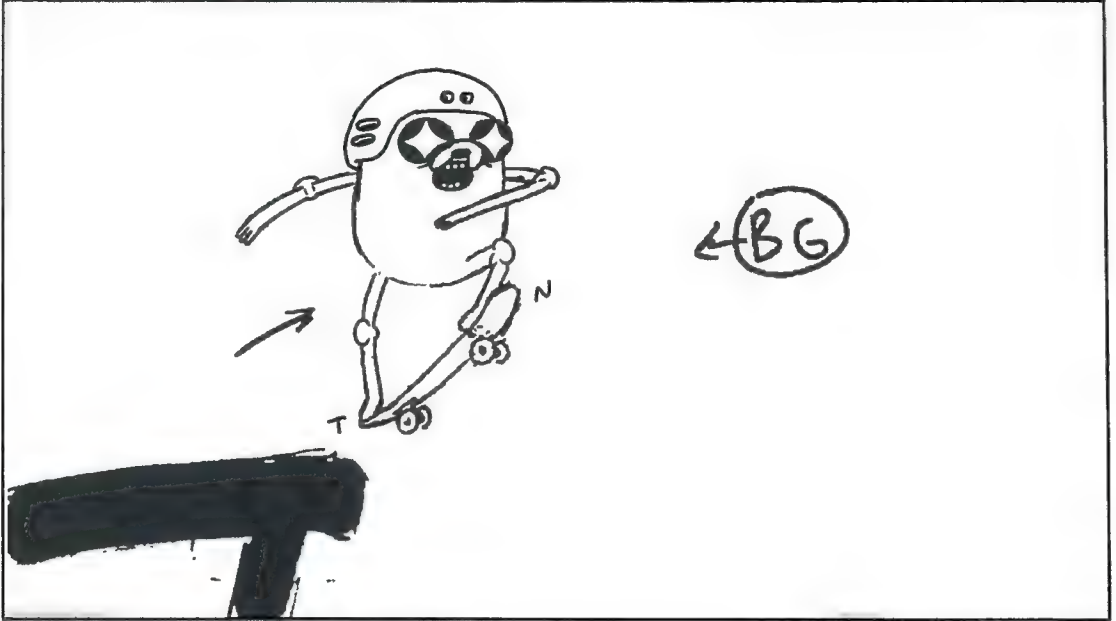
Sc. 145 cont Pnl. B

Bg.

day night

Sc. 145 cont Pnl. C

Bg.



Dialog:	JAKE: (CONTD) GUY <u>ALIIIIIIII</u> -
Action:	
Timing:	

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Production :

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**EPISODE #**

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**Production :**

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**day night**



ADVENTURE TIME



Sc. 145 *cont* Pnl. F Bg. day night

Sc. 145 *cont* Pnl. G Bg. day night

Dialog:	<u>J: (CONT'D)</u> <u>1111 ...</u>
Action:	
Timing:	

MAR 16 2016



ADVENTURE TIME

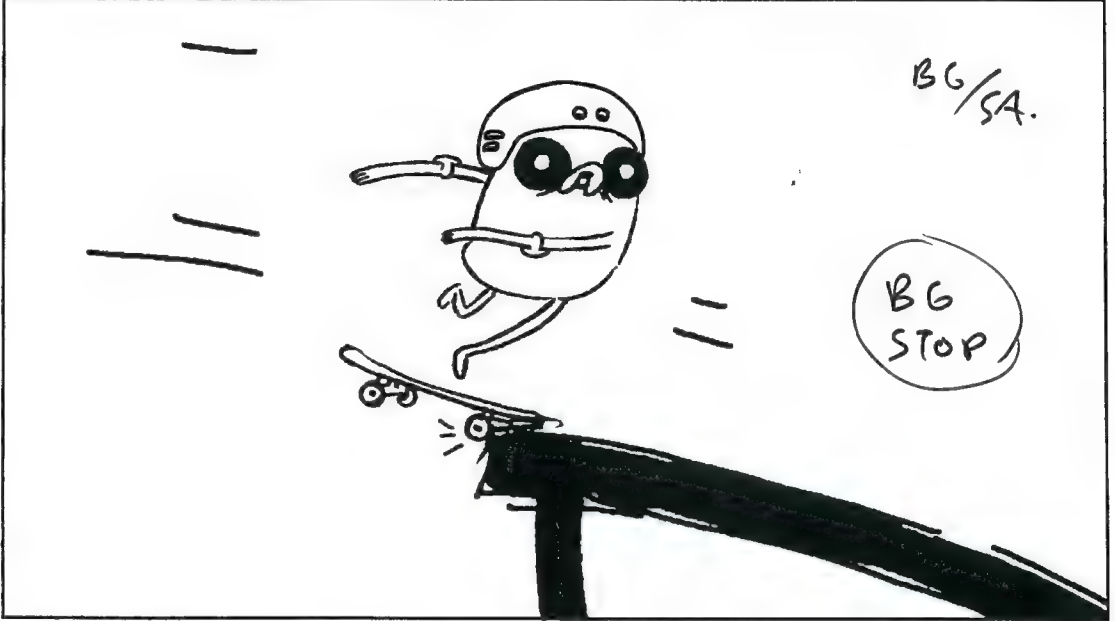
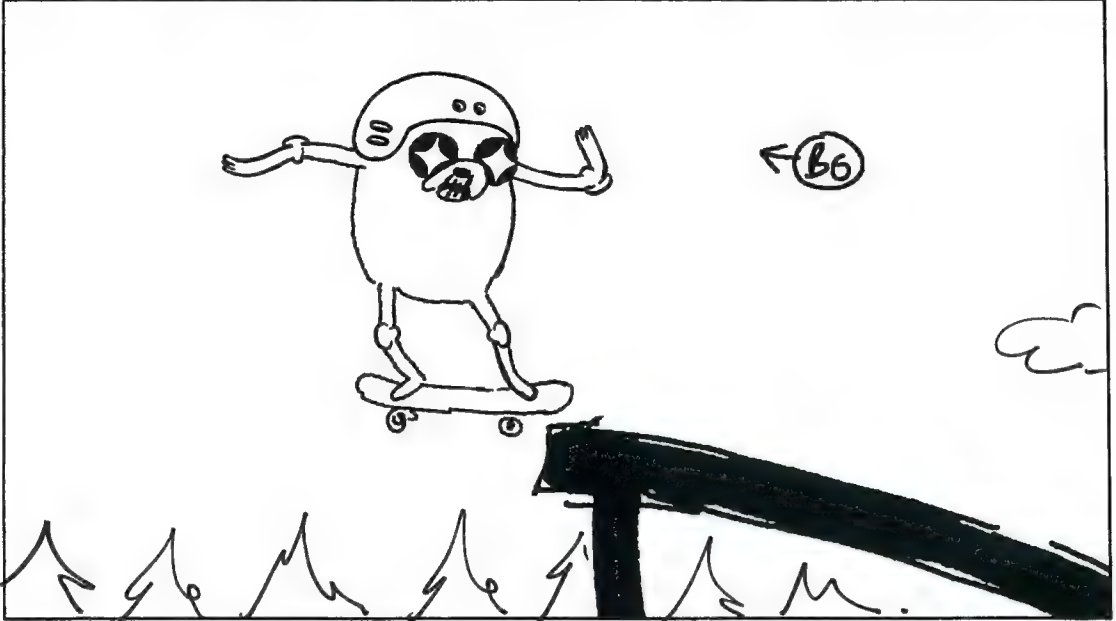


Sc. 145 *cont* Pnl. H Bg.

day night

Sc. 145 *cont* Pnl. I Bg.

Page 256  
256A NEXT  
day night



Dialog:

J: (contd) 1111 ...

SFX: TONK!

Action:

-J. is sent fLYING.

MAR 16 2016

Timing:

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EPISODE #

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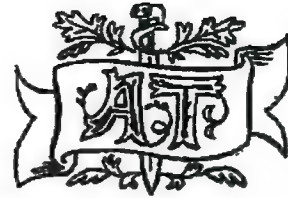
Production :

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ADVENTURE TIME



Page 256A  
256B NEXT  
day night

Sc. 145 cont Pnl. J

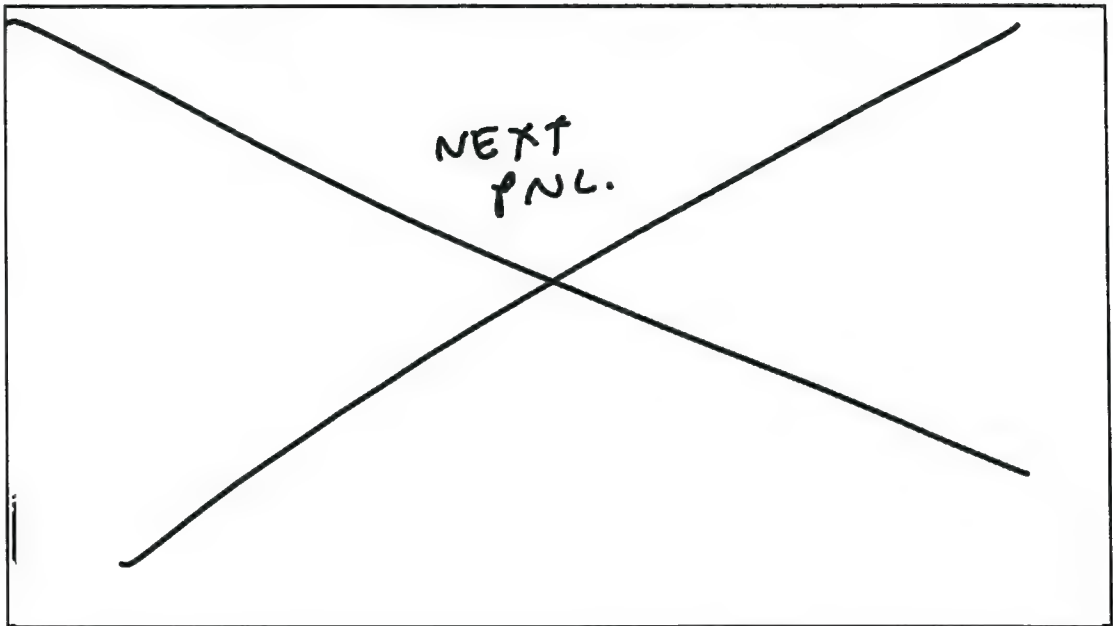
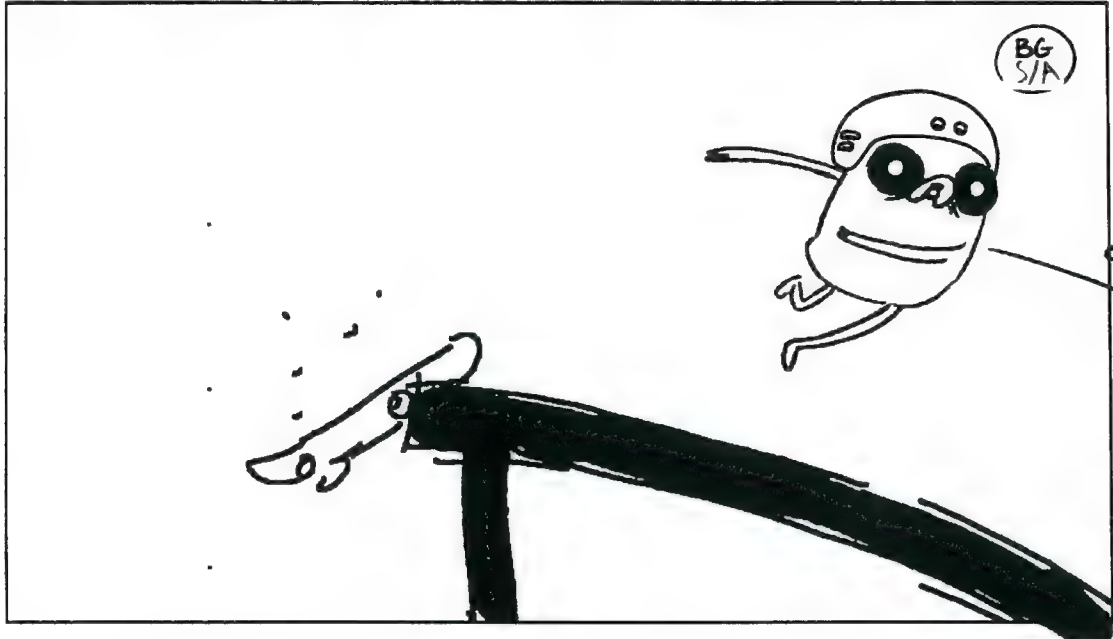
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

J. FLYS OFF/S.

MAR 16 2016

Timing:

1042-245

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Production :

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ADVENTURE TIME



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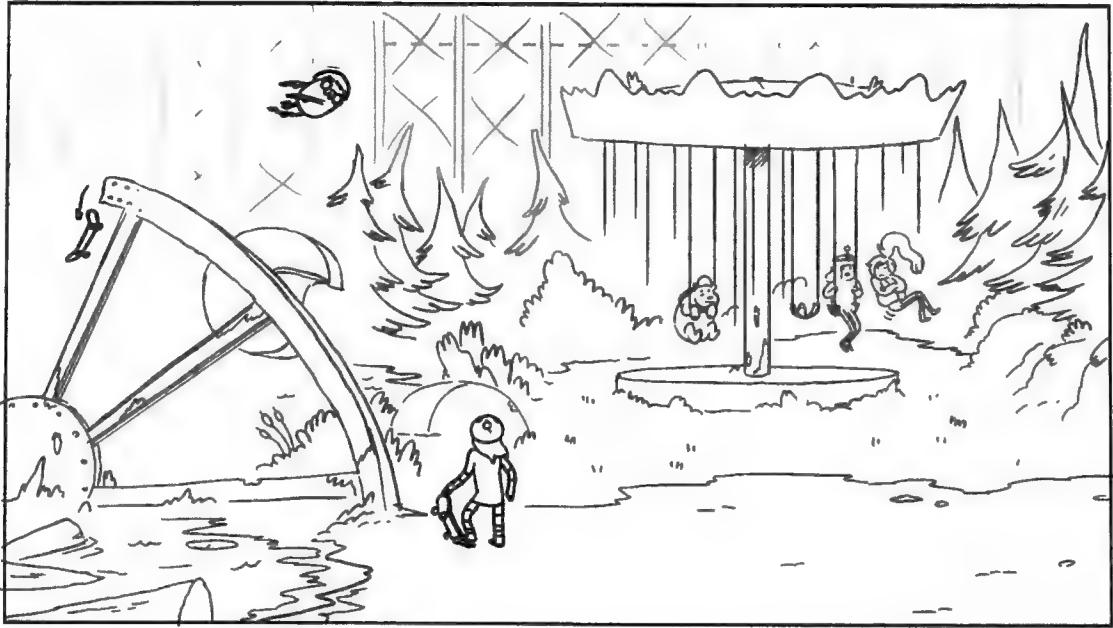
257 next

Sc. 146

Pnl. A

Bg.

day night

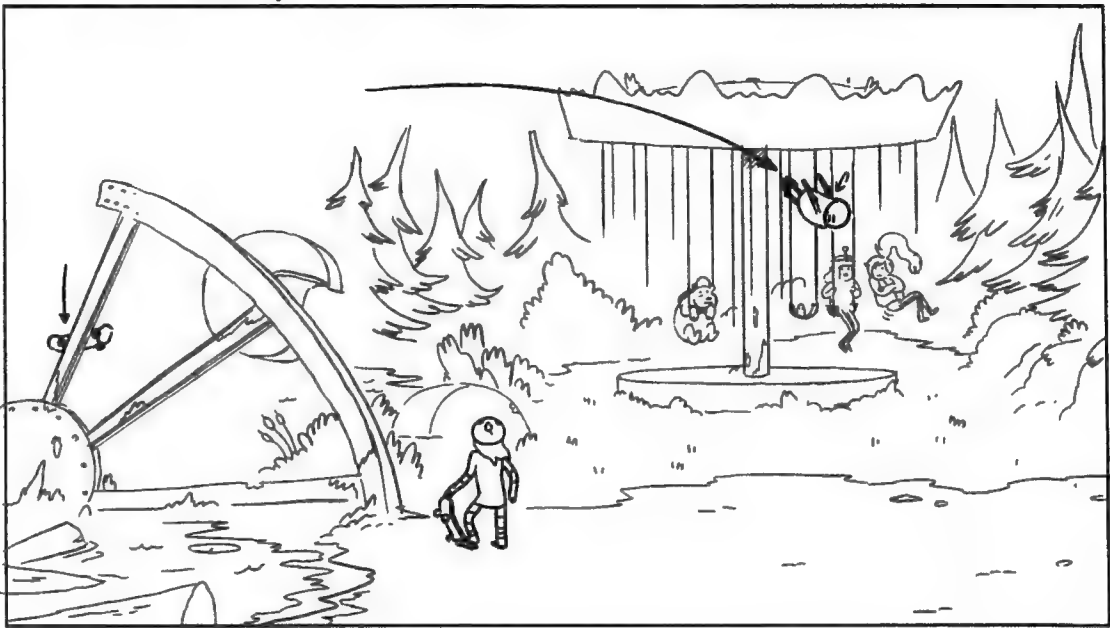


Sc. 146 cont

Pnl. B

Bg.

day night



Dialog:



Action:

Timing:

MAR 1 8 2016

EPISODE # 1042-245

1042 245

Production :

1042 245

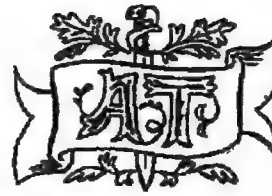
1042 245

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1042 245

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# ADVENTURE TIME



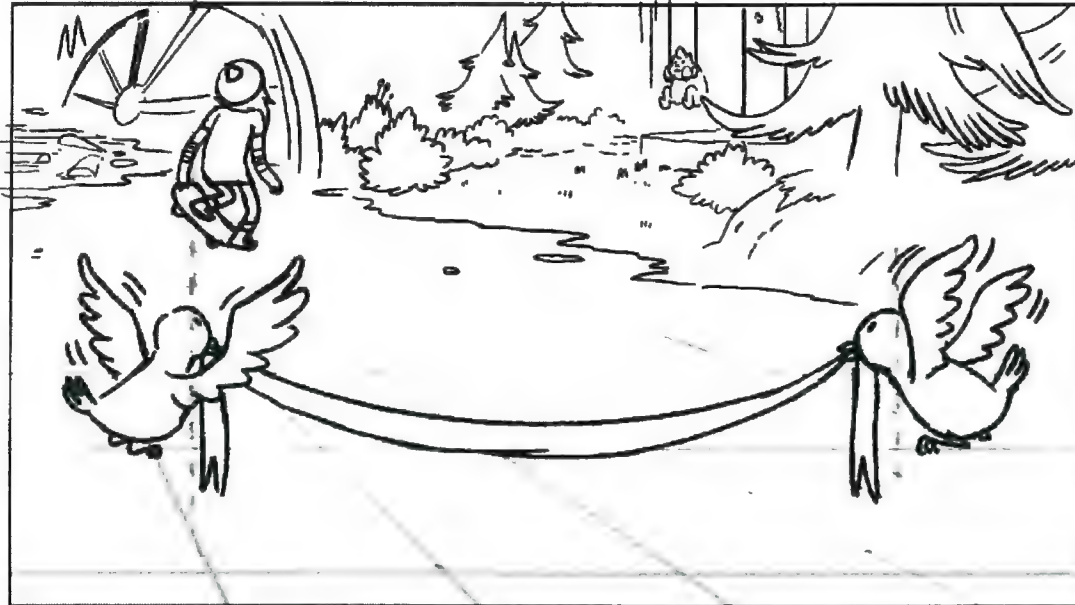
Page 257

Sc. 147

Pnl. A

Bg.

day night

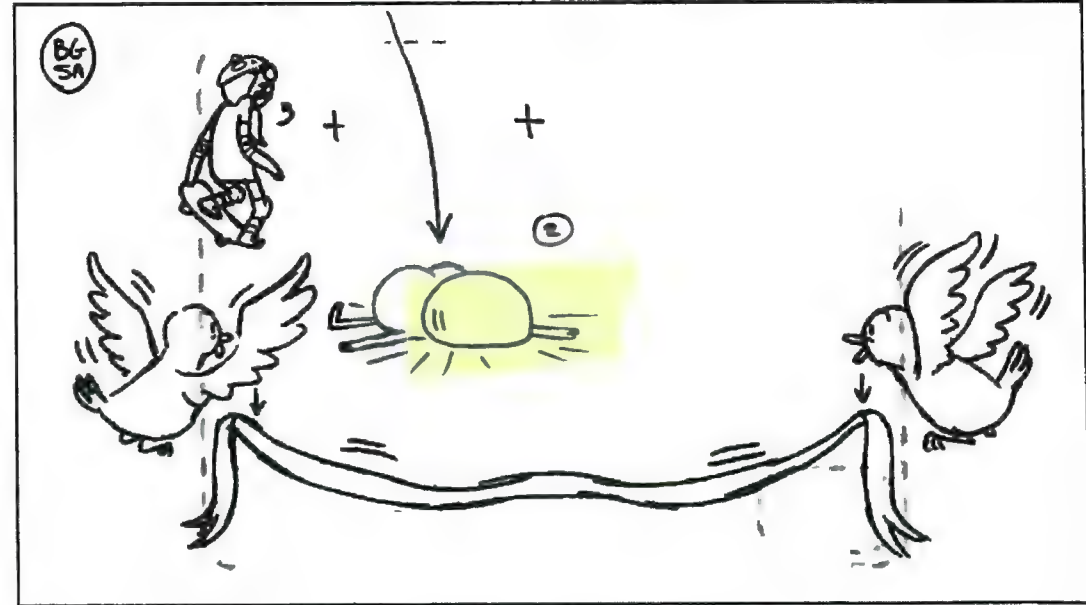


Sc. 147 cont

Pnl. B

Bg.

day night

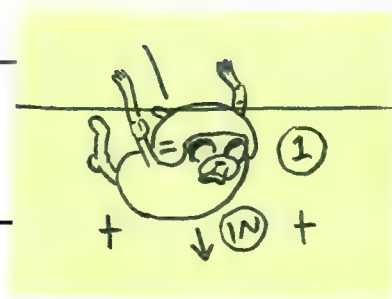


Dialog:

SFX: SPLAT.

(BIRD) AH GEEZ!!

Action:



-J. HITS GROUND IN FRONT  
OF FINISH LINE.

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

Production :

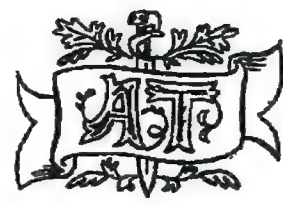
1042 245



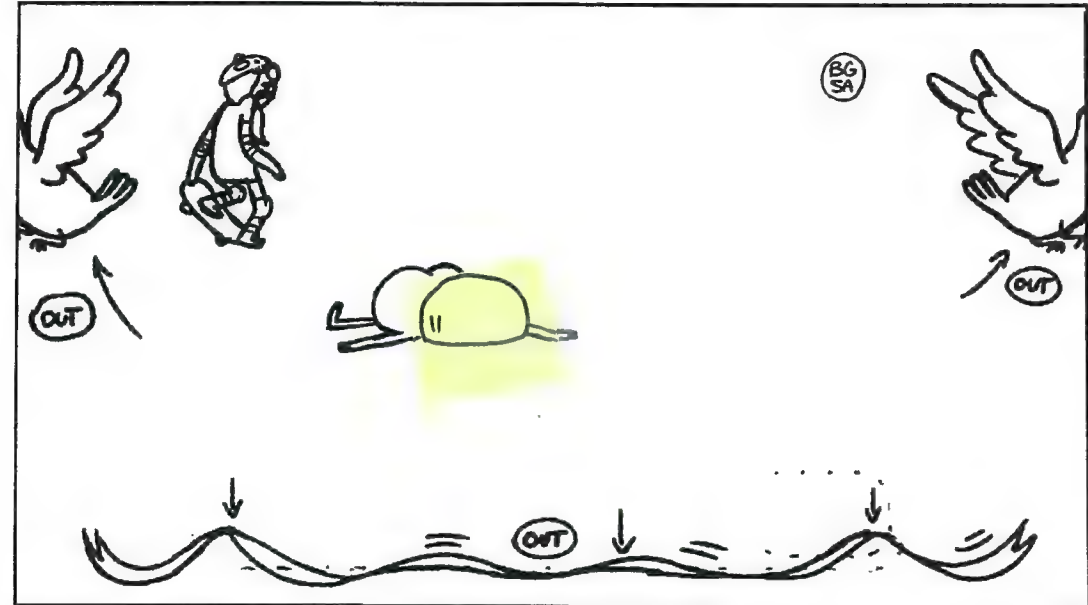
1042 245

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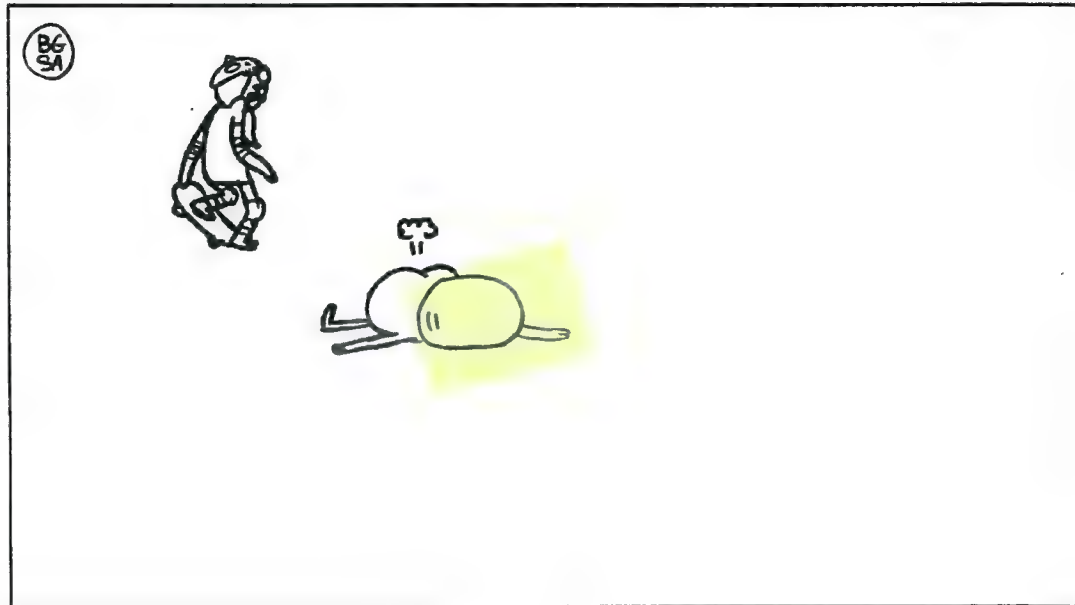
ADVENTURE TIME



Sc. 147 *cont* Pnl. C Bg. day night



Sc. 147 *cont* Pnl. D Bg. day night



Dialog:	<u>SFX</u> : FART.
Action:	- BIRDS PROP LINE AND FLY OFF/S
Timing:	MAR 16 2016

1042-245

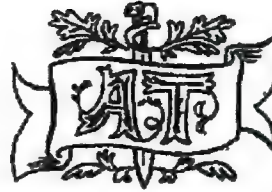
EPISODE #

1042 245

Production :

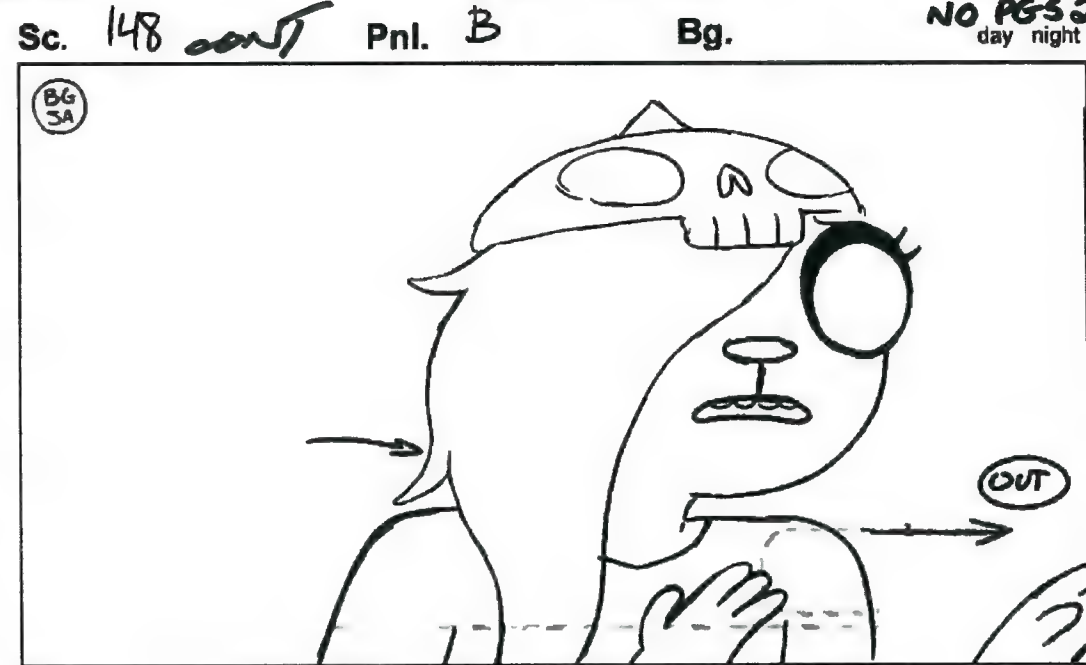
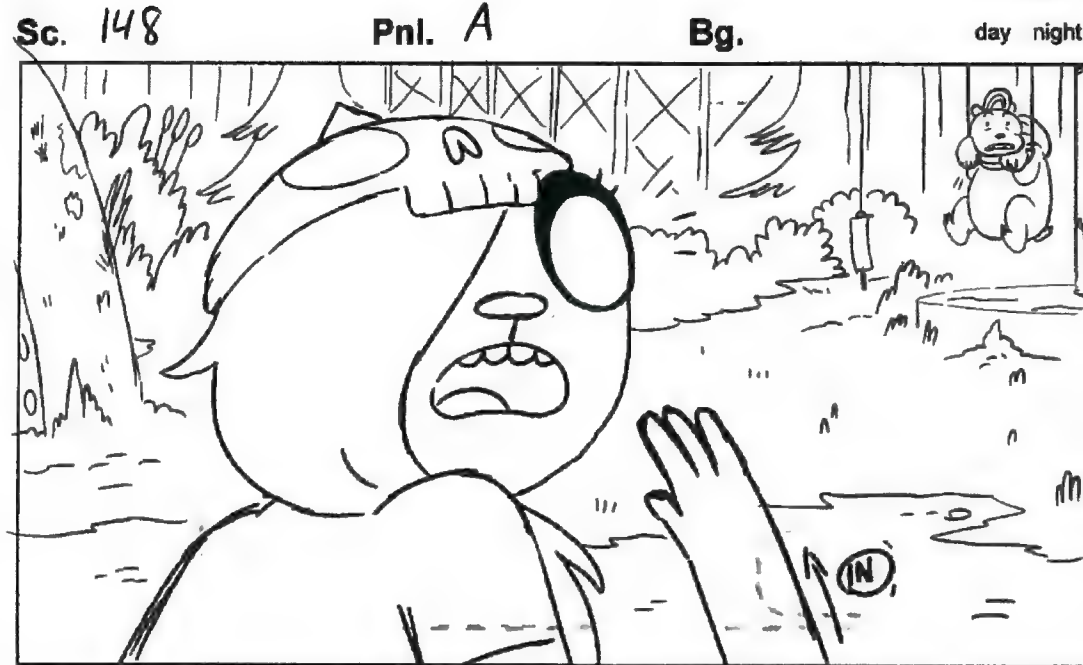
1042 245

# ADVENTURE TIME



NO SC'S  
149-150

Page 259  
NO PGS 260-261  
day night



Dialog:	(B) GRANDPA!!
Action:	- B. SKATES OFF/L
Timing:	MAR 1 6 2016

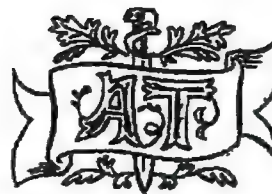
EPISODE # 1042-245

Production :

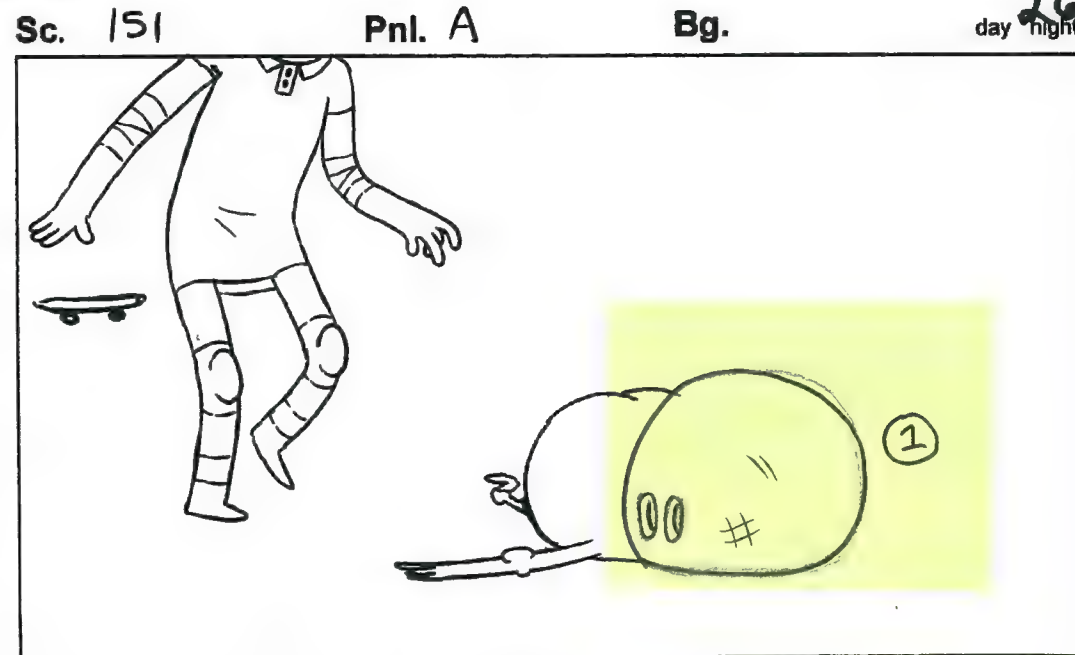
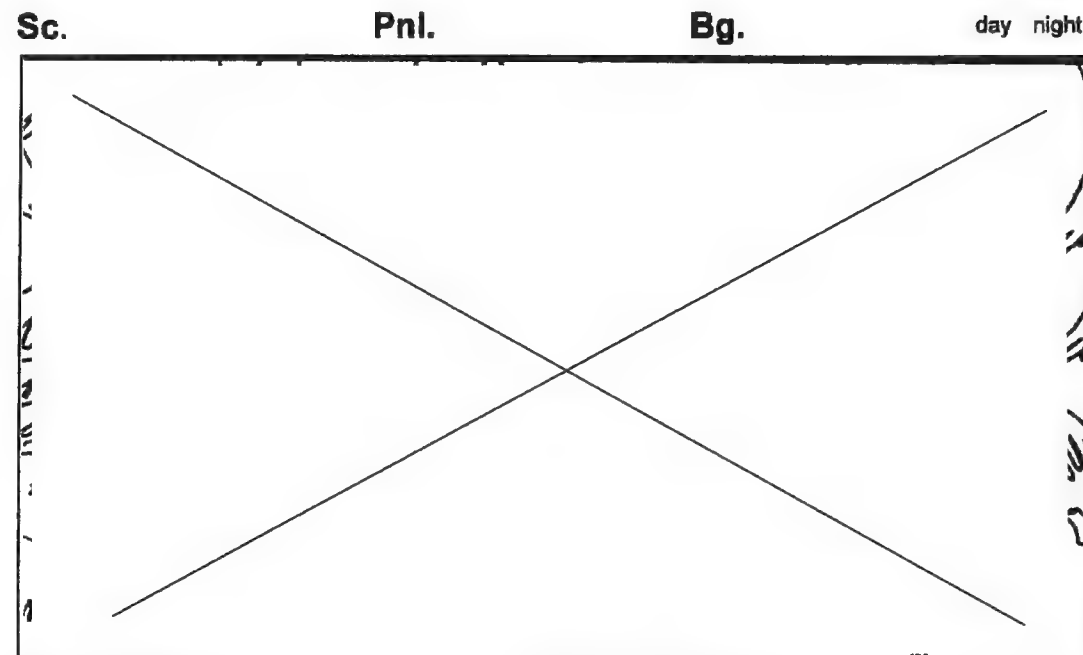
1042 245

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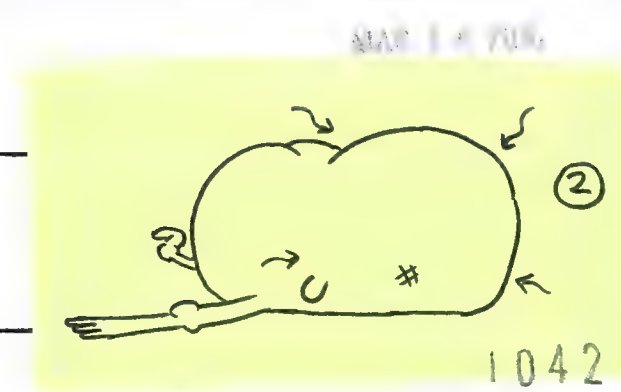
# ADVENTURE TIME



Page 262  
262A NEXT  
day night



Dialog:	
Action:	- J.'S HELMET HEAD CHANGES BACK TO NORMAL.
Timing:	NOTE: SEE NEXT PNL FOR BG.



1042-245

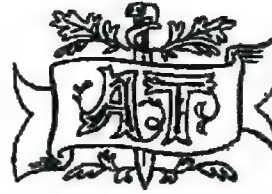
EPISODE #

1042 245

Production :

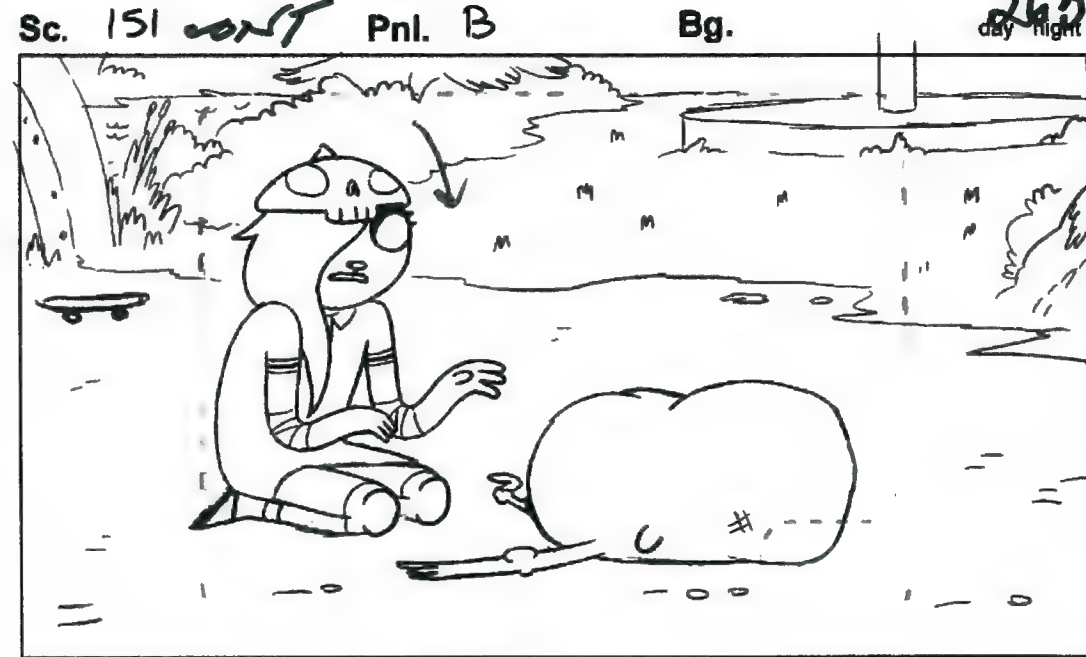
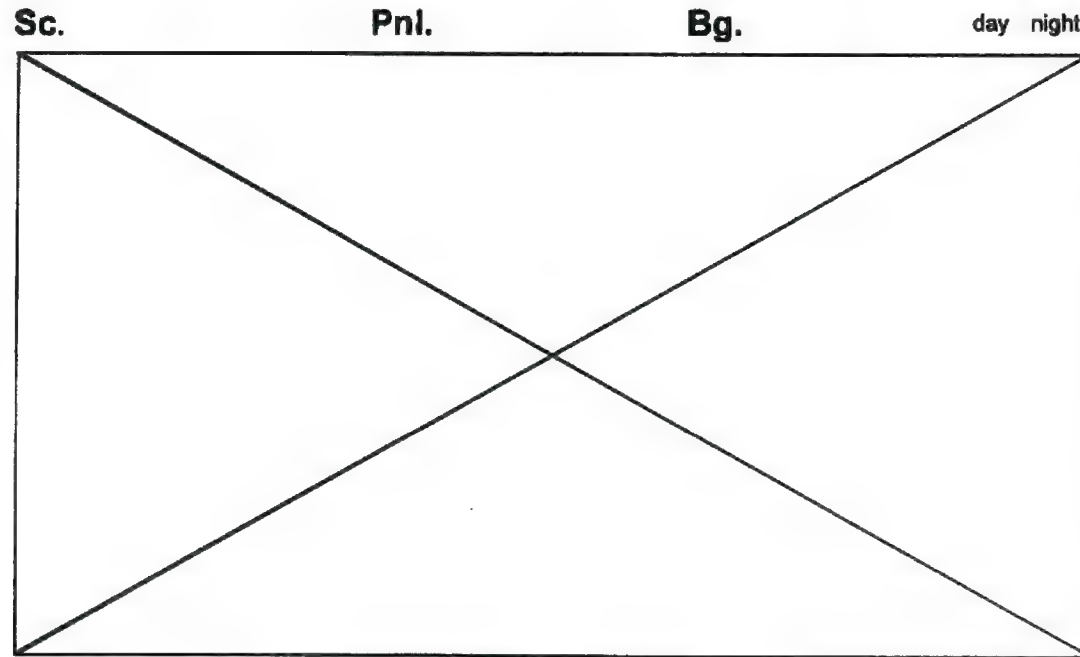
1042 245

# ADVENTURE TIME



Page 262 A

263 NEXT



Dialog:
Action:
Timing:

B:

KNEELS NEXT TO JAKE.

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

1042 245

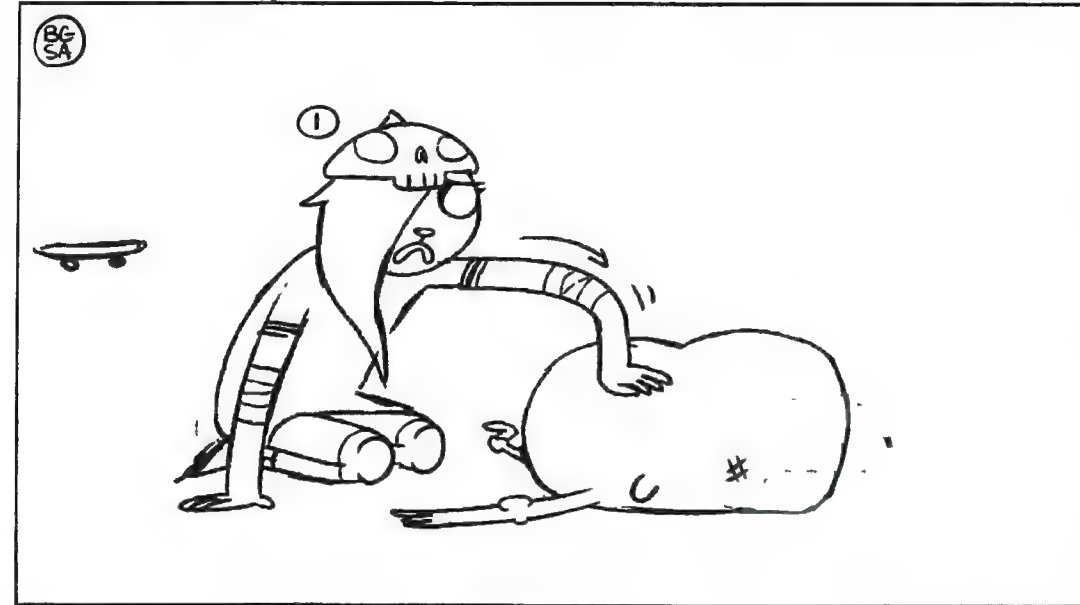


# ADVENTURE TIME

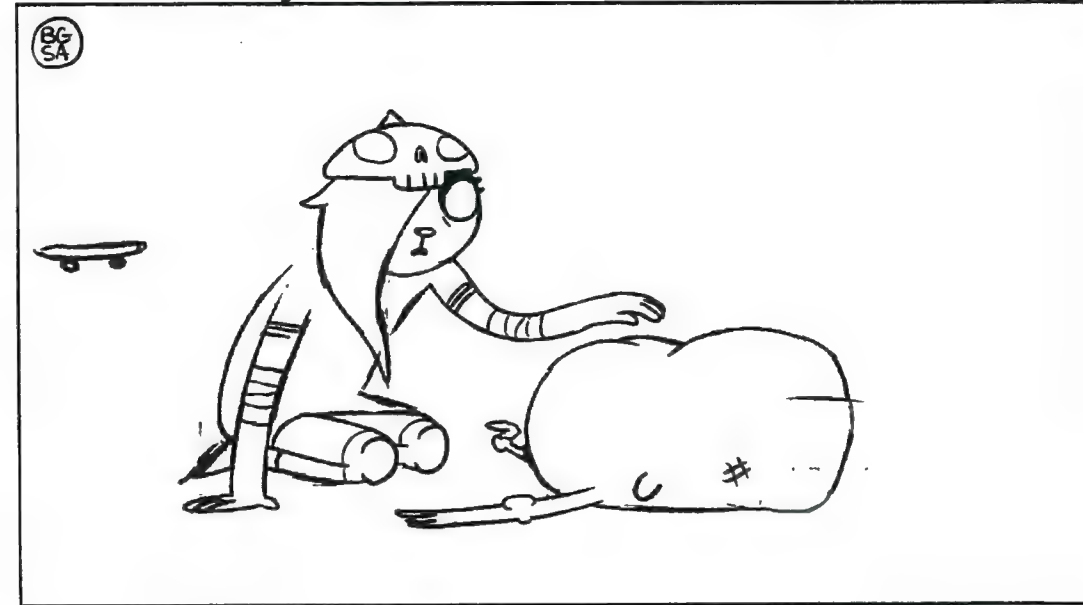


Page 263  
263A **NET**  
 day night

Sc. 151 **CONT** Pnl. C Bg. day night



Sc. 151 **CONT** Pnl. D Bg. day night



Dialog:

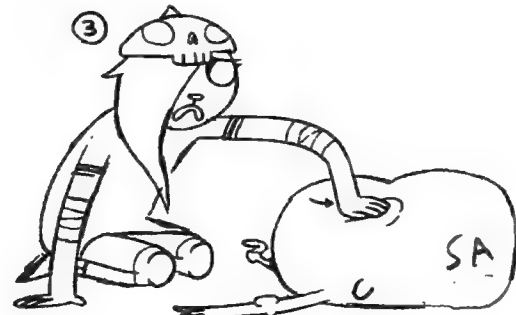
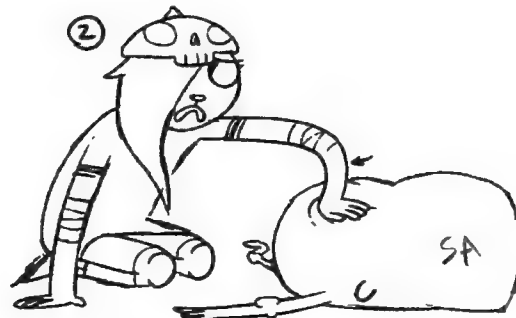
**(B)** YOU'RE COOL! YOU'RE COOL! JUST PLEASE BE OKAY, GRANDPA!

BEAT.

Jake: Interference!

Action:

Timing:



MAR 16 2016

EPISODE # 1042-245

1042 245

Production :

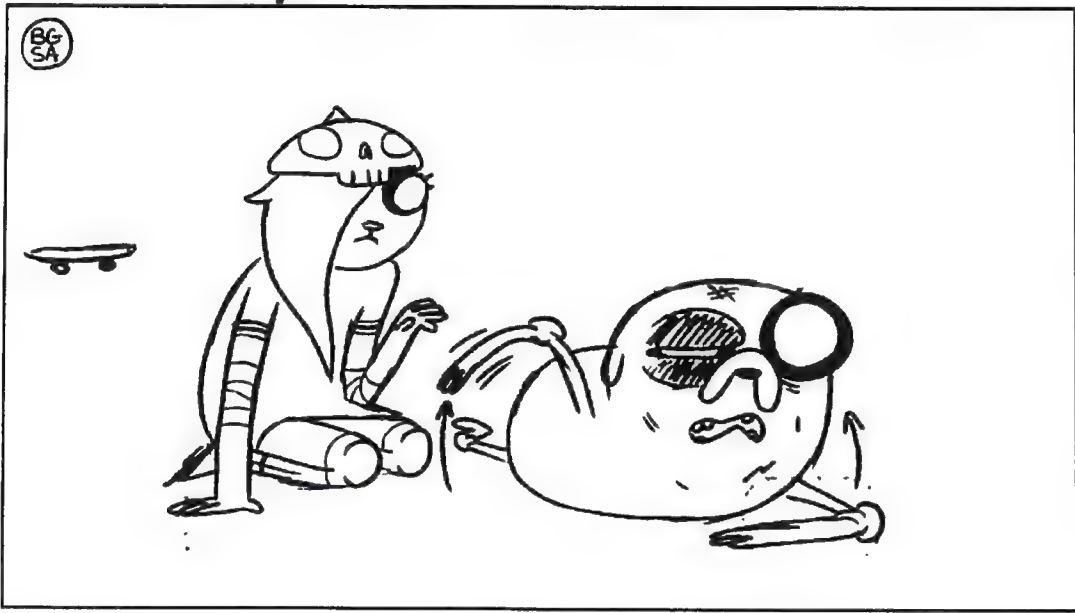
1042 245

ADVENTURE TIME

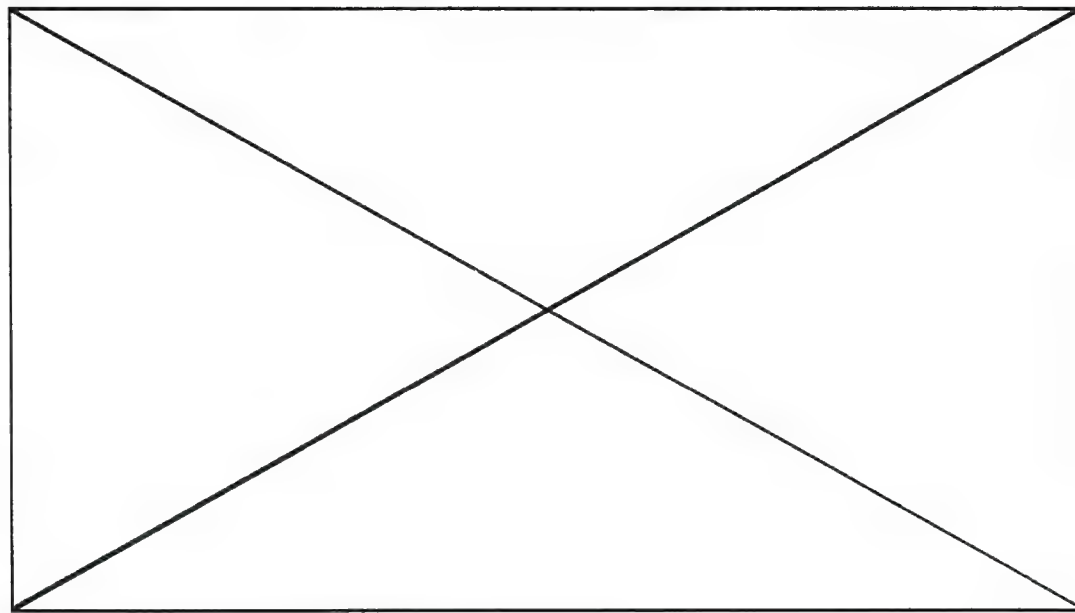


Page 263A  
264 NEXT  
day night

Sc. 151 *CONF* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog: (J) INTER FERENCE!!

Action:

Timing:

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

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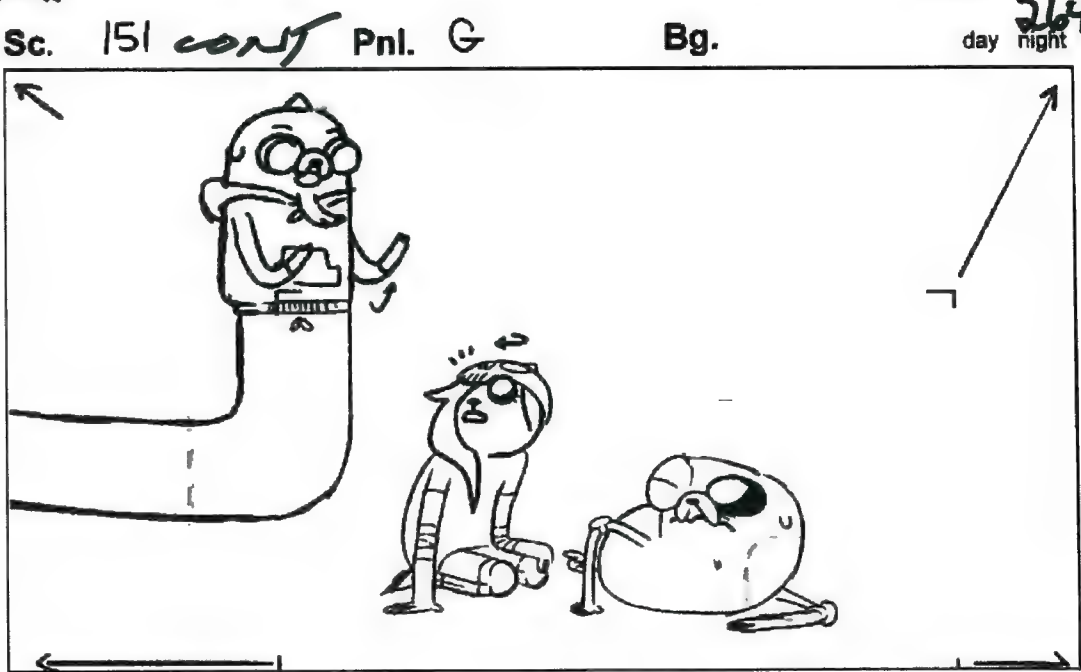
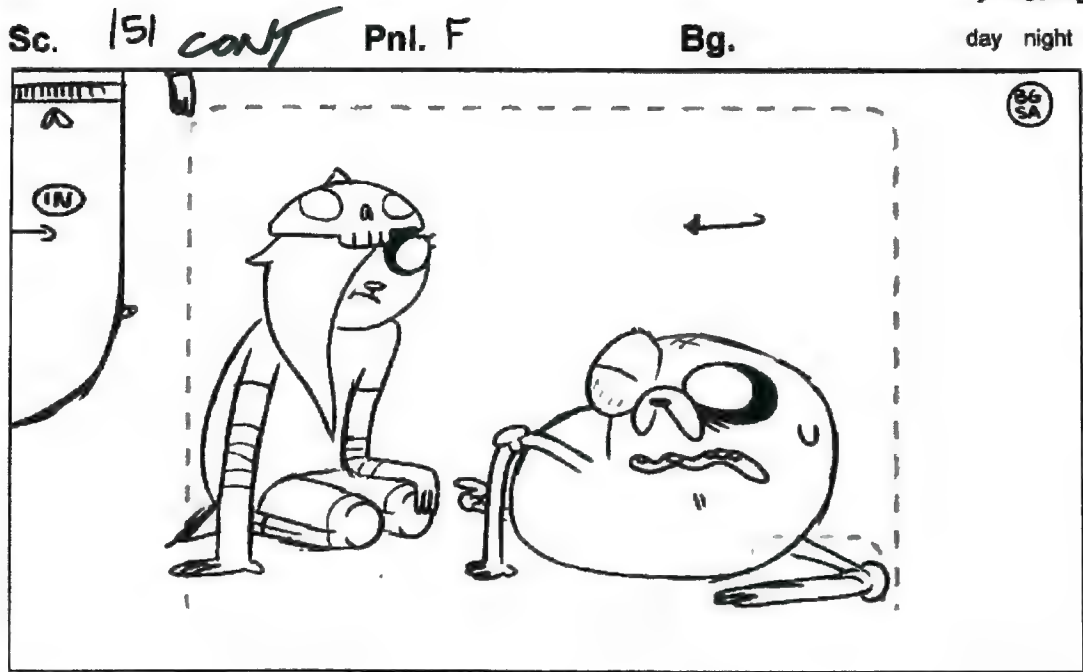
1042 245

1042 245

1042 245

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ADVENTURE TIME



Page 264  
264A NEXT

Dialog:	① THAT MEANS I WIN, RIGHT?	① KKW DAD! ② DAD! (SIMULTANEOUS)
Action:	-KKW WALKS Q/W/S.	ZOOM OUT TO REVEAL ① KKW
Timing:	MAR 16 2016	

1042-245

EPISODE #

1042 245

Production :

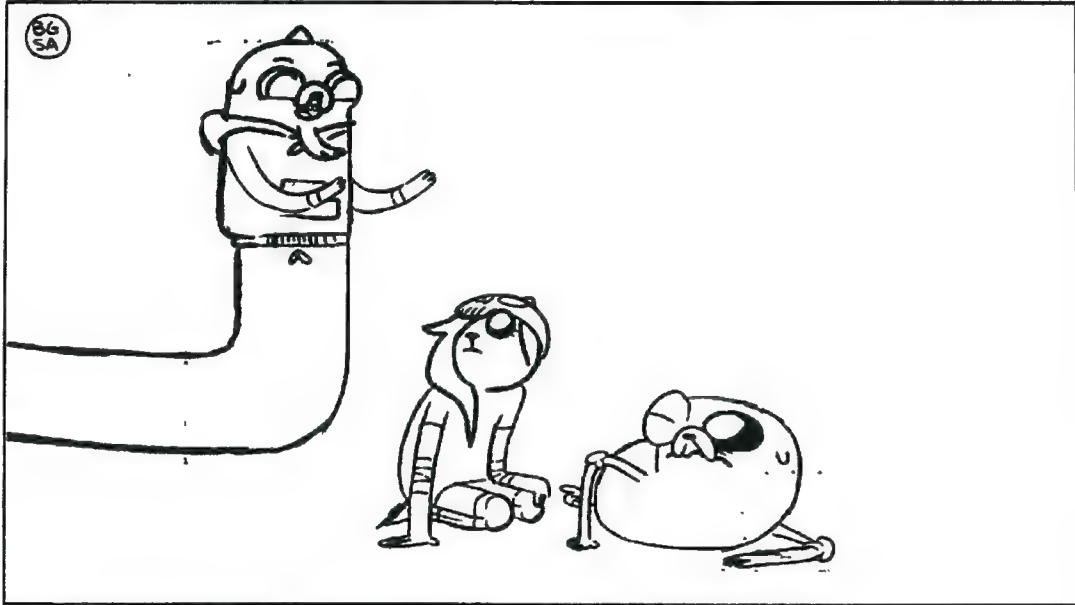
1042 245

ADVENTURE TIME

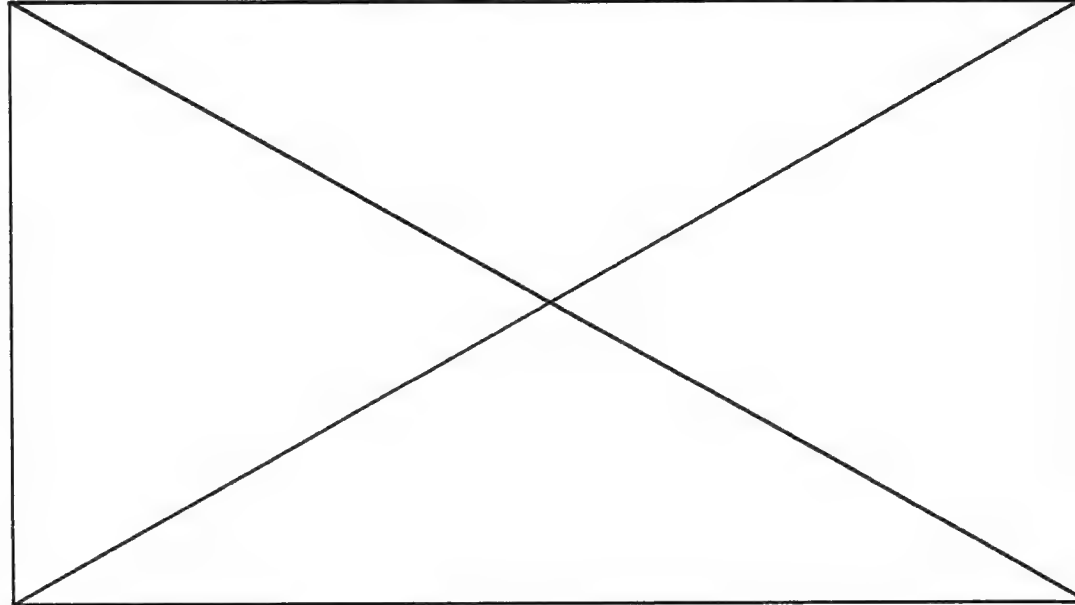


Page 264A  
265 NEXT  
day night

Sc. 151 *CONT* Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(KKW) ARE YOU OKAY?
Action:	MAR 16 2016
Timing:	

1042-245

EPISODE #

Production :

1042 245

1042 245

1042 245

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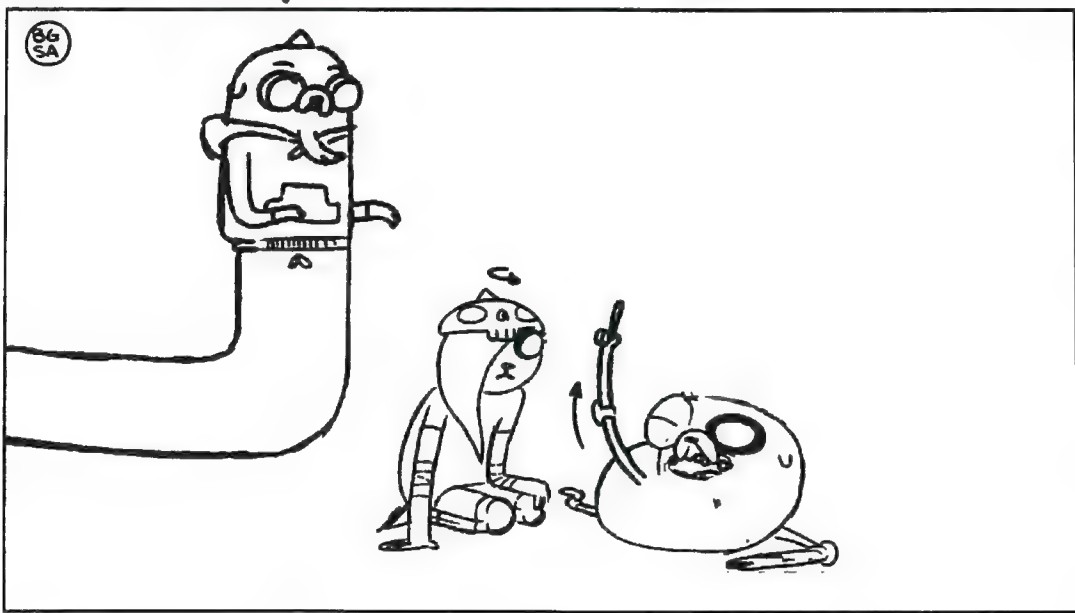
1042 245

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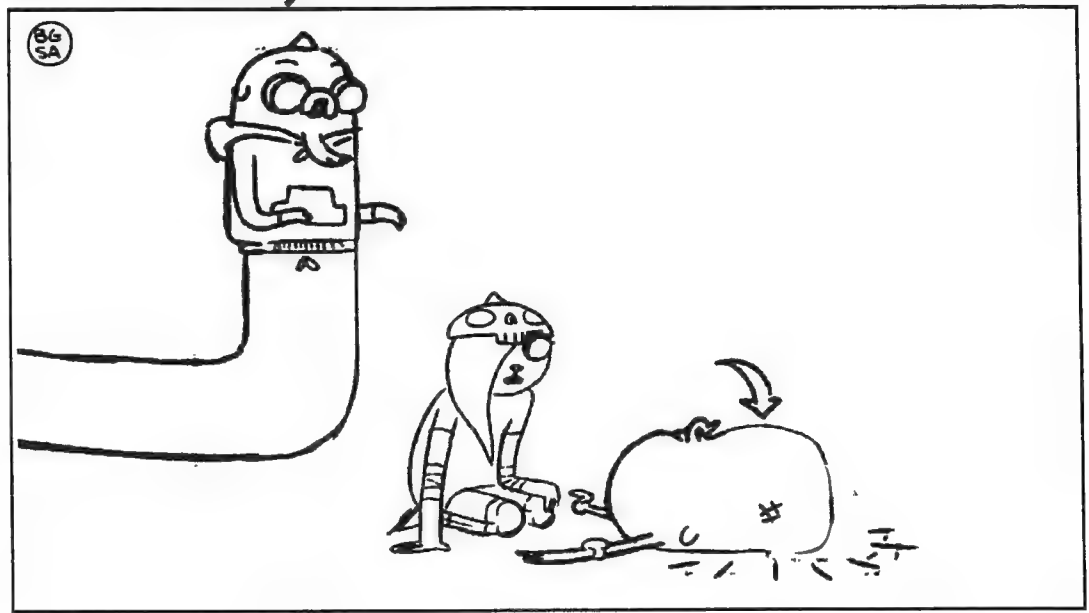
# ADVENTURE TIME



Sc. 151 cont Pnl. I Bg. day night



Sc. 151 cont Pnl. J Bg. day night



Dialog: ① I'M <u>GREAT</u> . SHE ADMITTED IT!		SFX: * THMP *
Action:	- JAKE COLLAPSES	
Timing:	MAR 16 2016	

EPISODE #

Production :

1042-245

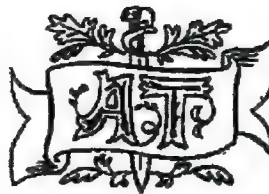
1042 245

1042 245

1042 245

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# ADVENTURE TIME



Page 266

Sc. 152

Pnl. A

Bg.

day night



START

PAN



(J) IS BANDAGED UP AND ALREADY WOOBILY  
SKATING AROUND AGAIN

MAR 16 2016

STOP

EPISODE #

1042-245

1042 245

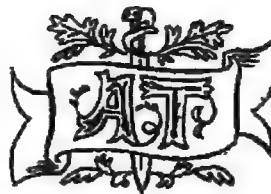
Production :

1042 245

1042 245

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# ADVENTURE TIME

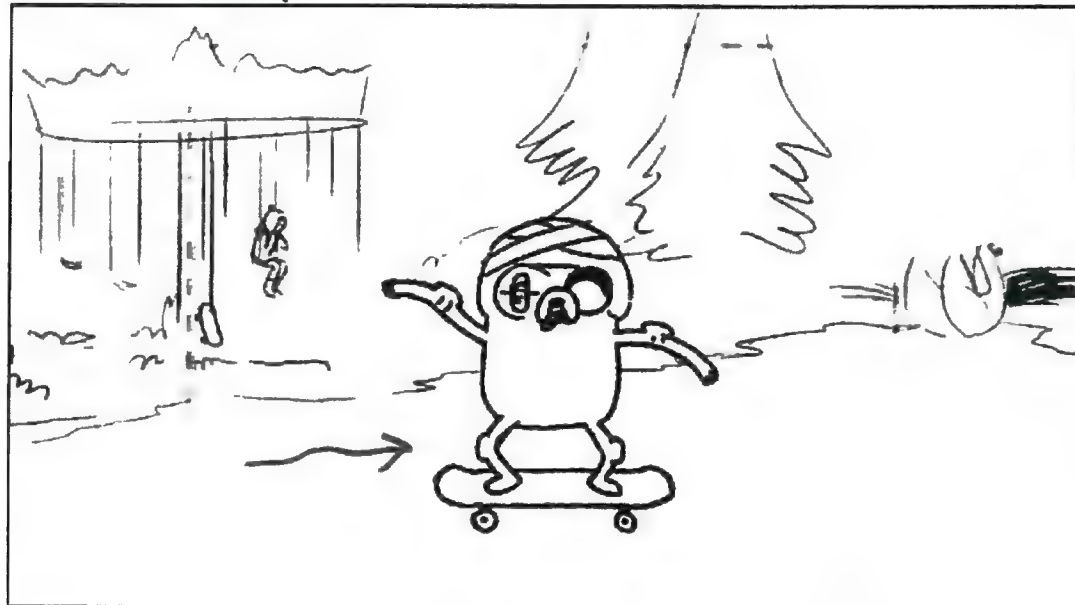


Page 267

Sc. 152 *cont* Pnl. B

Bg.

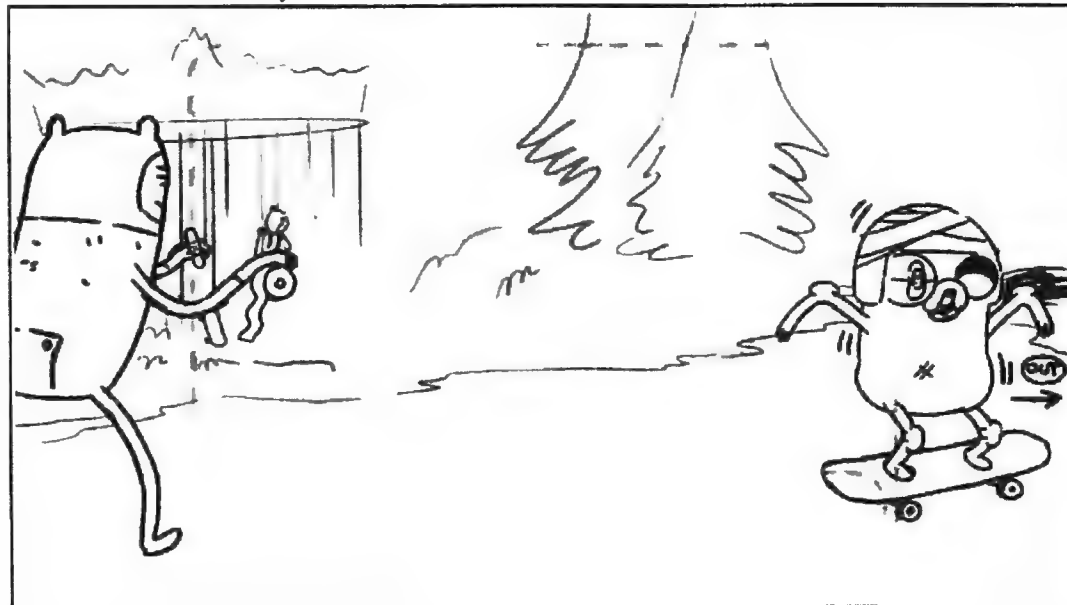
day night



Sc. 152 *cont* Pnl. C

Bg.

day night



Dialog:

③ EH... WOOD

Action:

- F. RUNS ON/S, SLEEPILY.

MAR 16 2016

Timing:

EPISODE #

1042-245

1042 245

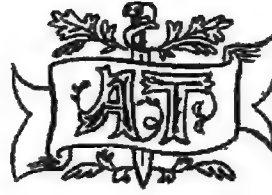
Production :

1042 245

1042 245

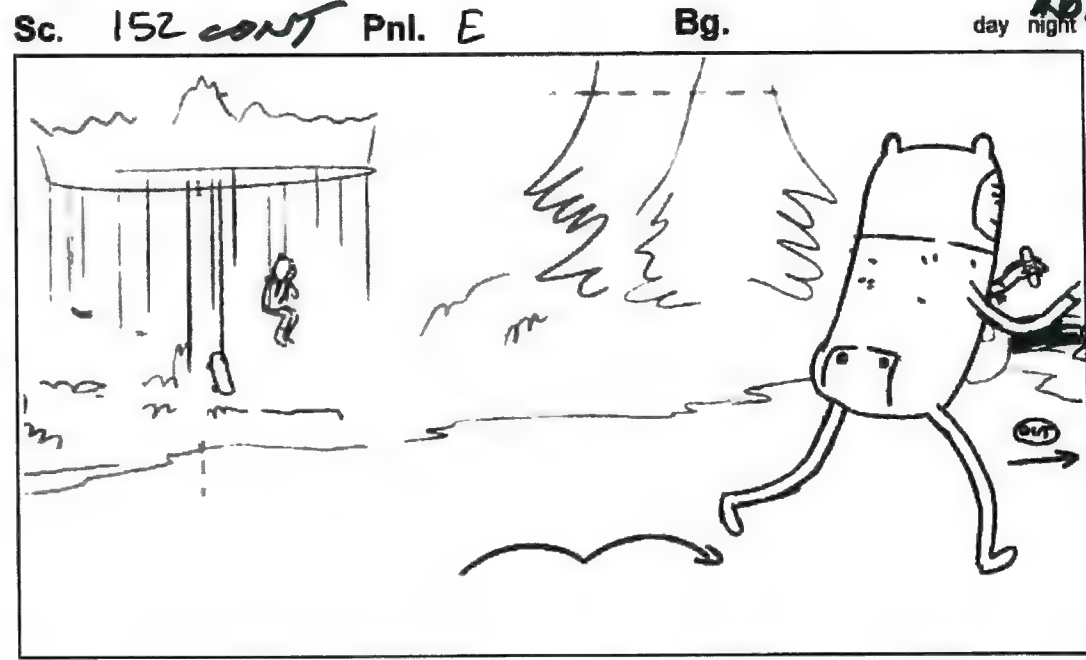
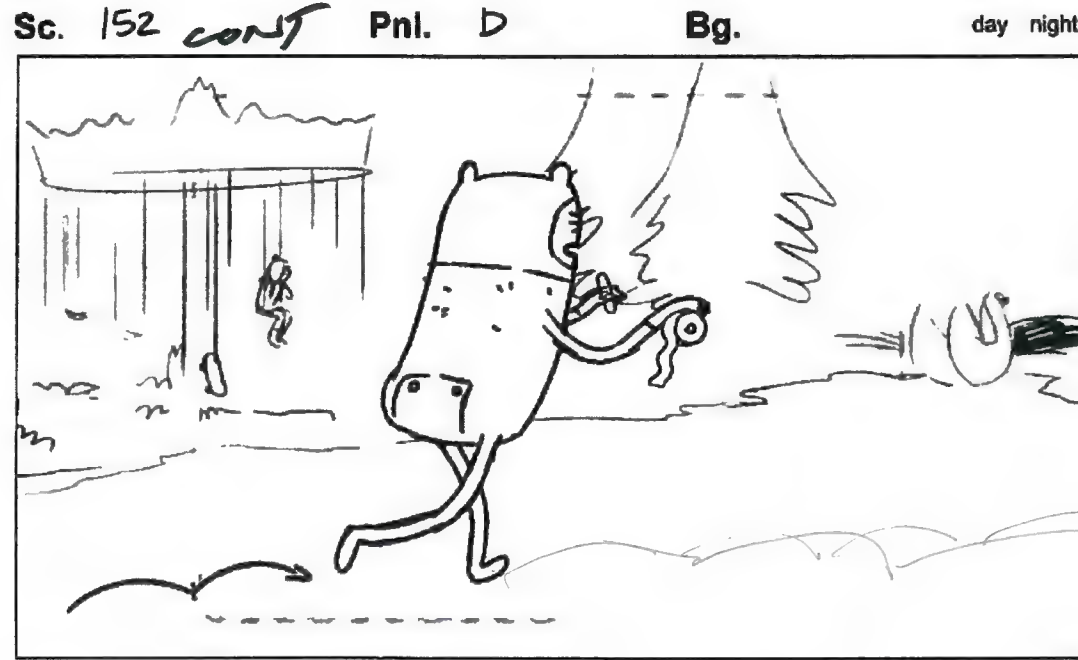
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# ADVENTURE TIME



Page 268

268A NEXT



Dialog: (F) MNNNGH... JAAAKE!

Action:

Timing:

MAR 1 & 2016

1042-245

EPISODE #

1042 245

Production :

1042 245



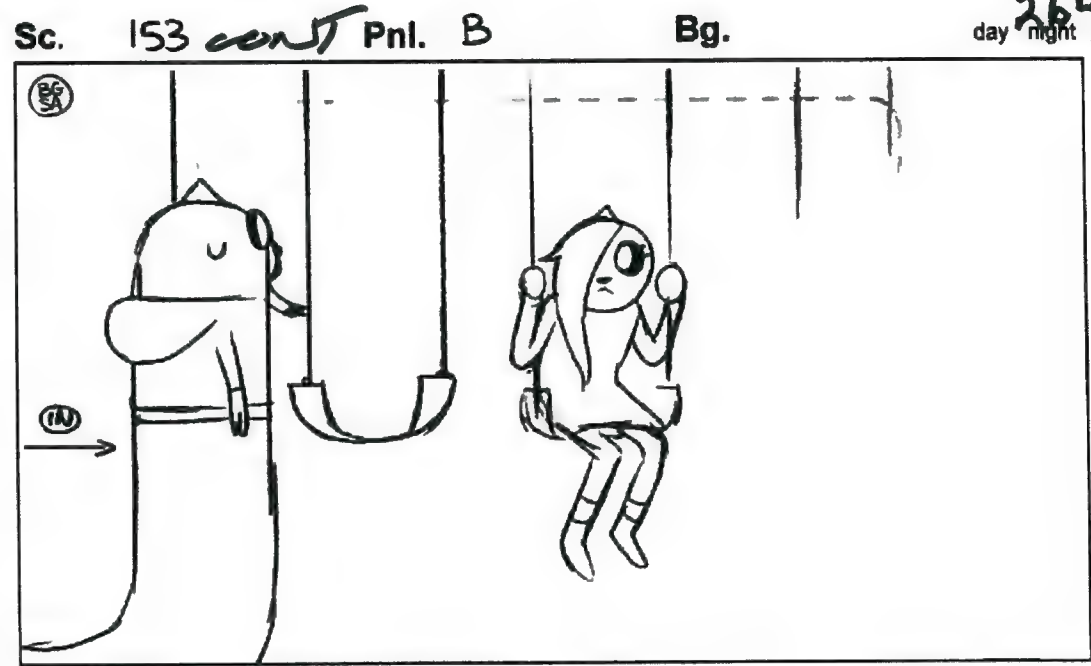
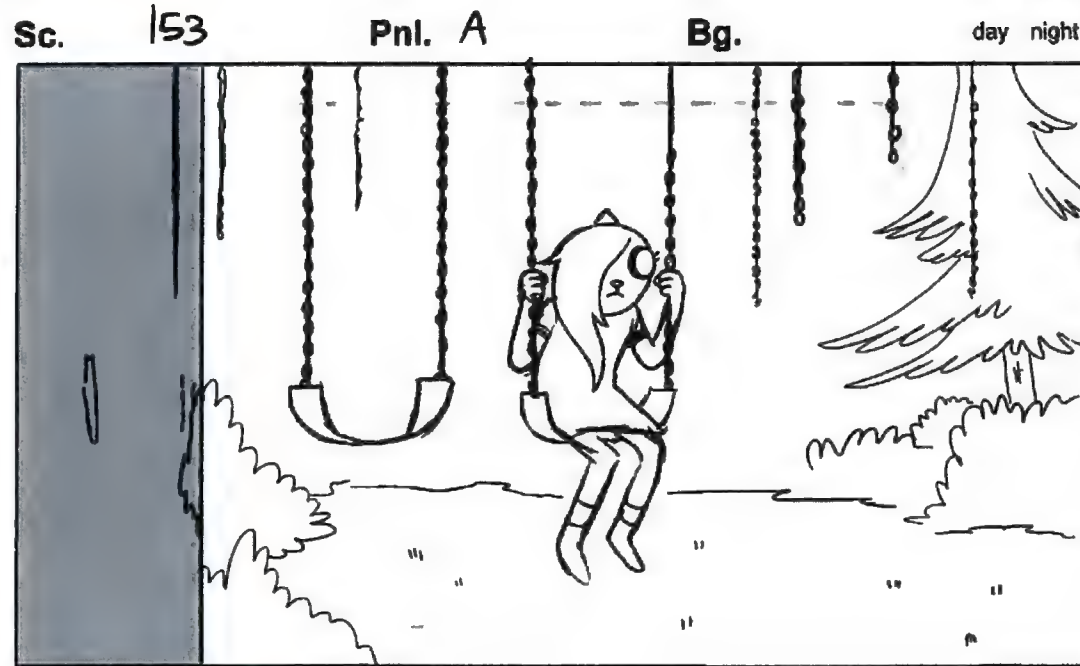
1042 245

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# ADVENTURE TIME



Page 268A  
269  
day night



Dialog:

(KKW) BRONWYN...

Action:

-KKW WALKS QN/S.

MAR 16 2016

Timing:

EPISODE # 1042-245

1042 245

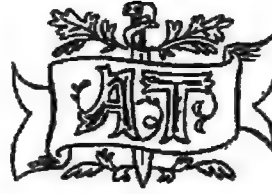
Production :

1042 245

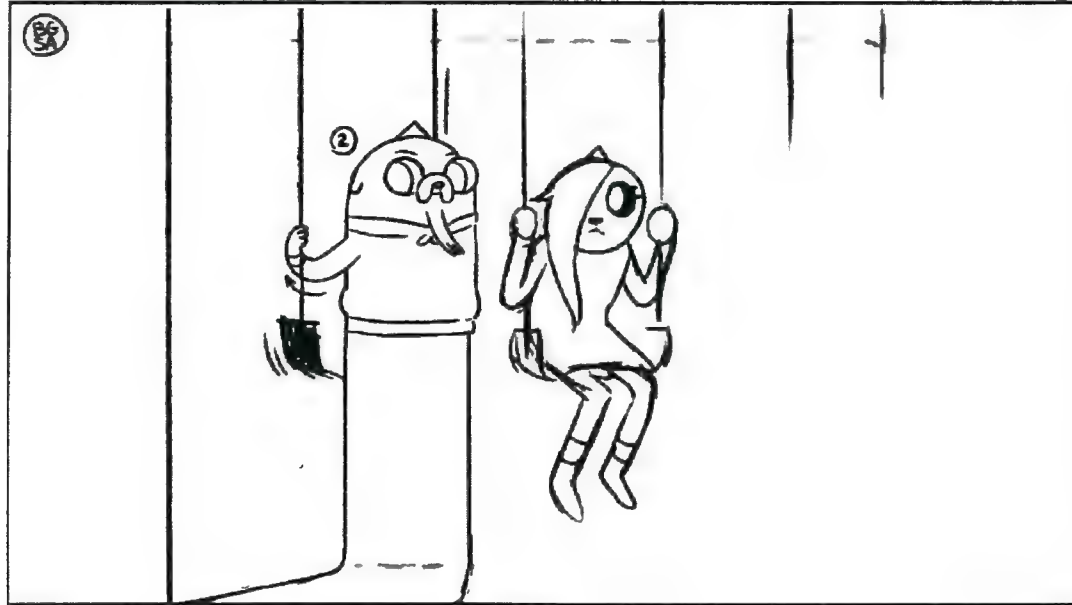
1042 245

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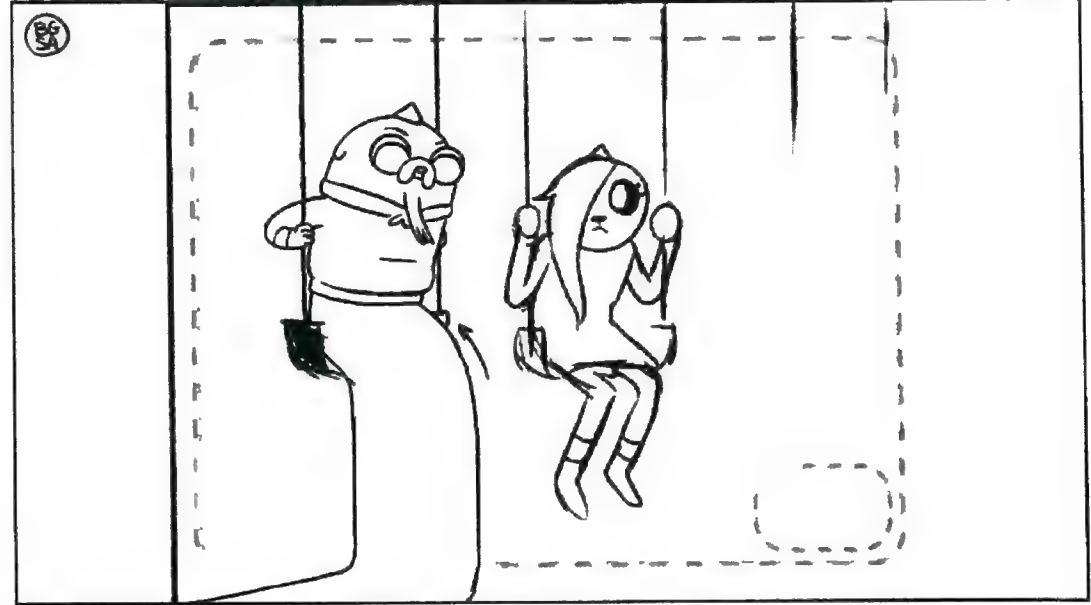
# ADVENTURE TIME



Sc. 153 *cont* Pnl. C Bg. day night



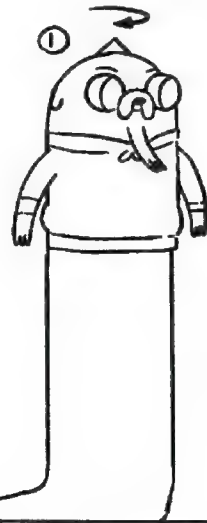
Sc. 153 *cont* Pnl. D Bg. day night



Dialog:

Action:

Timing:



MAR 16 2016

Page 269  
269A NEXT

EPISODE #

Production :

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1042 245

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# ADVENTURE TIME

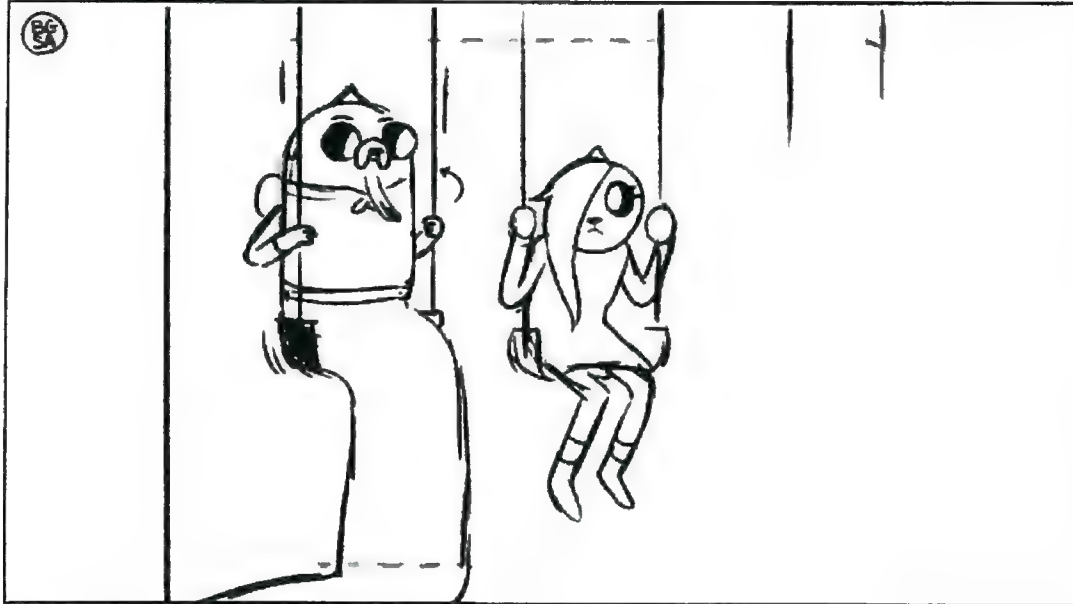


Sc. 153 *cont*

Pnl. E

Bg.

day night

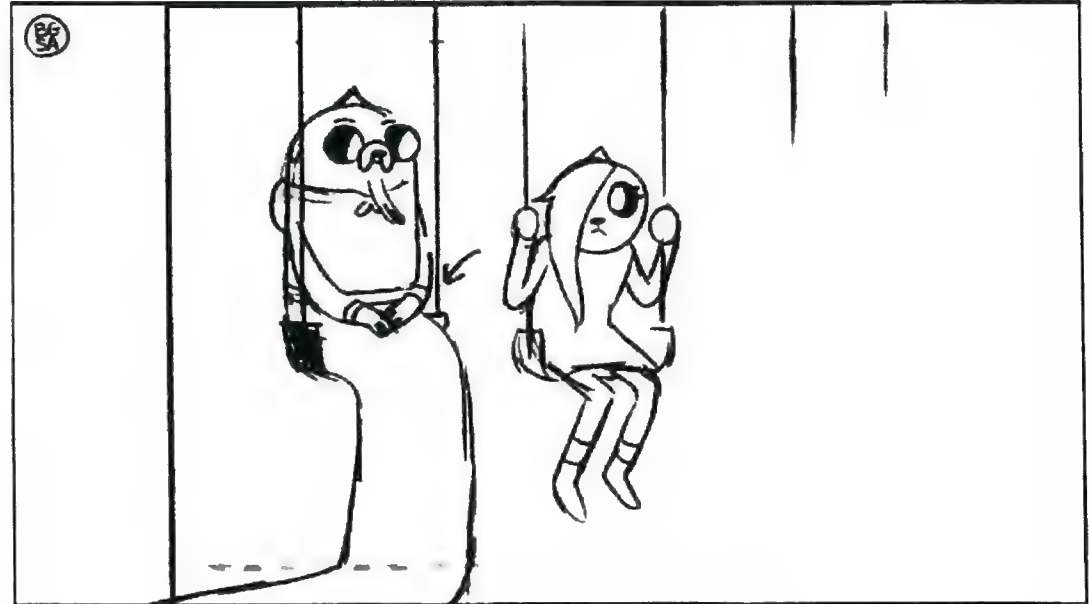


Sc. 153 *cont*

Pnl. F

Bg.

day night



Page 269A

270 *NEXT*

Dialog:

Action:

Timing:

MAR 16 2016

EPISODE # 1042-245

1042 245

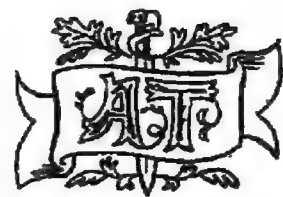
Production :

1042 245

1042 245

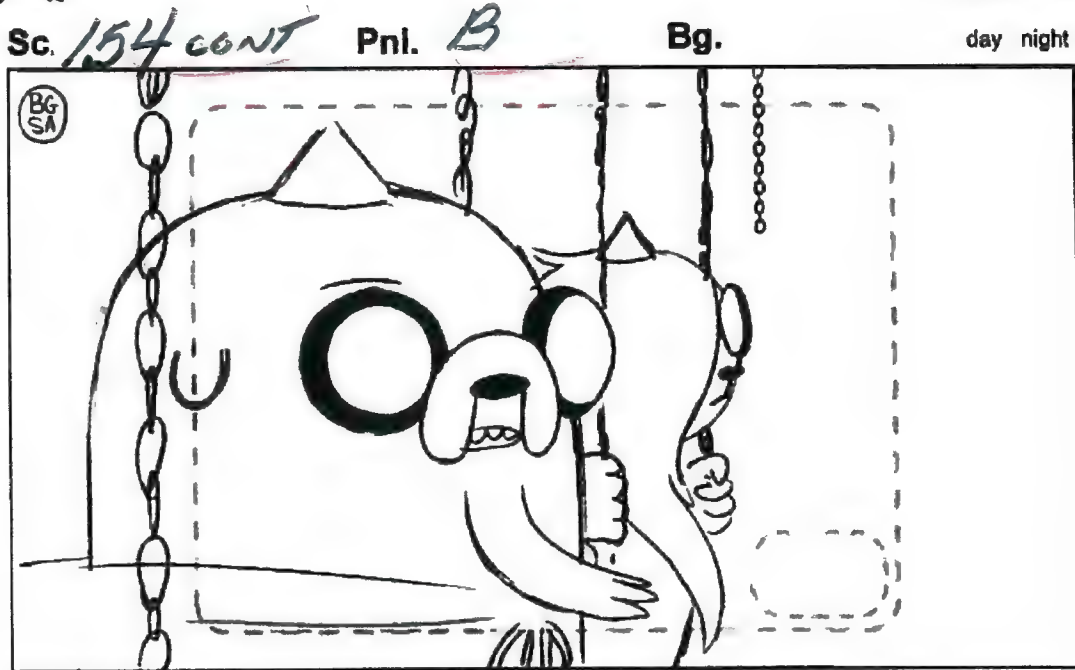
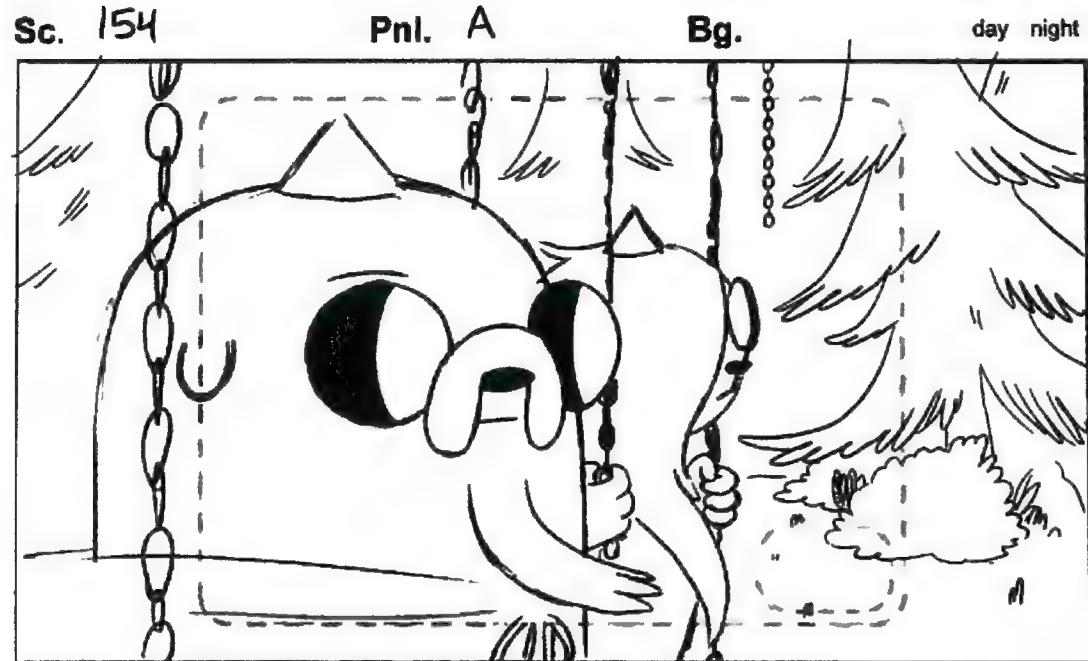
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ADVENTURE TIME



NO SC155

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Dialog:	(KRW) LOOK, I CAN SEE THAT SKATING IS IMPORTANT To you. And you seem very talented at it.
Action:	
Timing:	MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

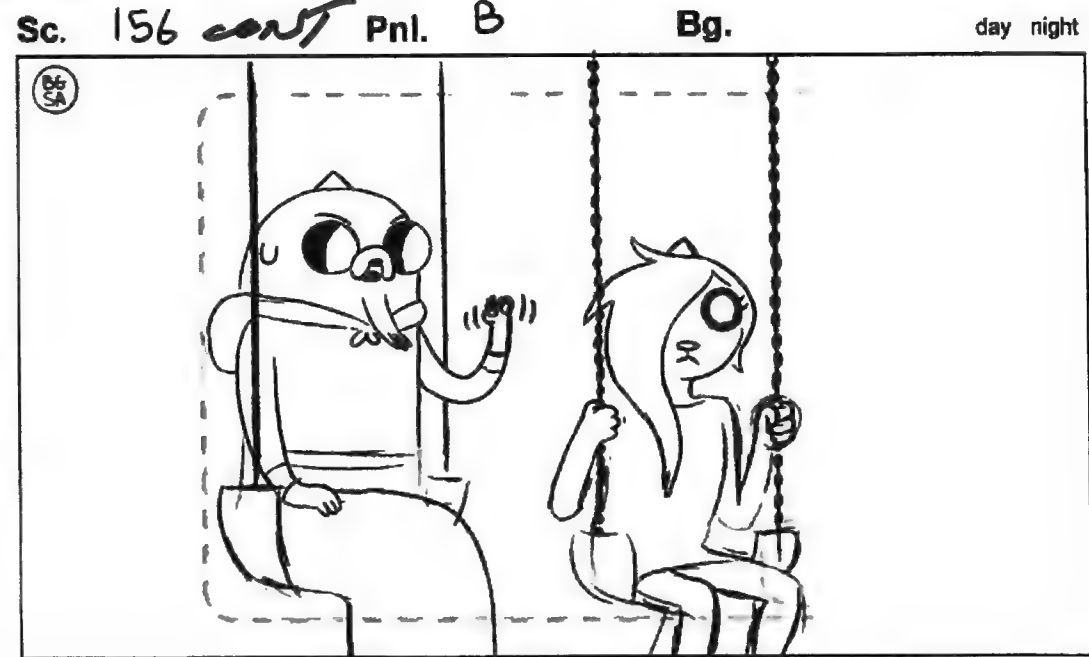
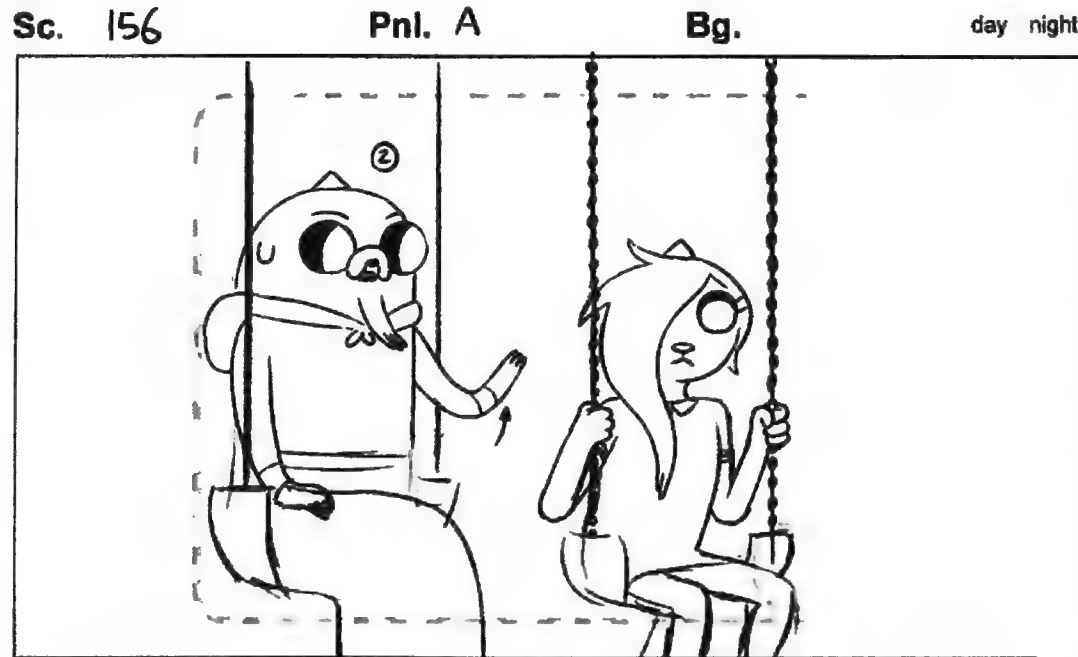
1042 245



# ADVENTURE TIME



Page 271



Dialog:	(KKW) BUT WORD OF ADVICE. . . . IFYOURE GONNA SKATE,	(KKW) GET PAID!
Action:		
Timing:		

MAR 16 2016

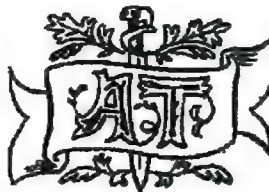
EPISODE # 1042-245

Production :

1042 245

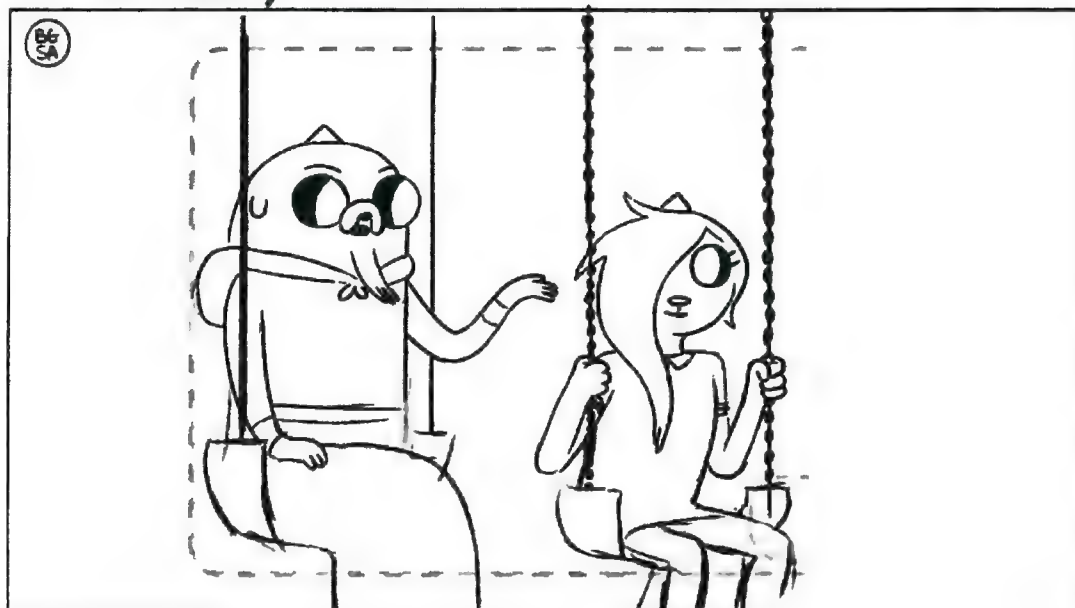
1042 245

# ADVENTURE TIME

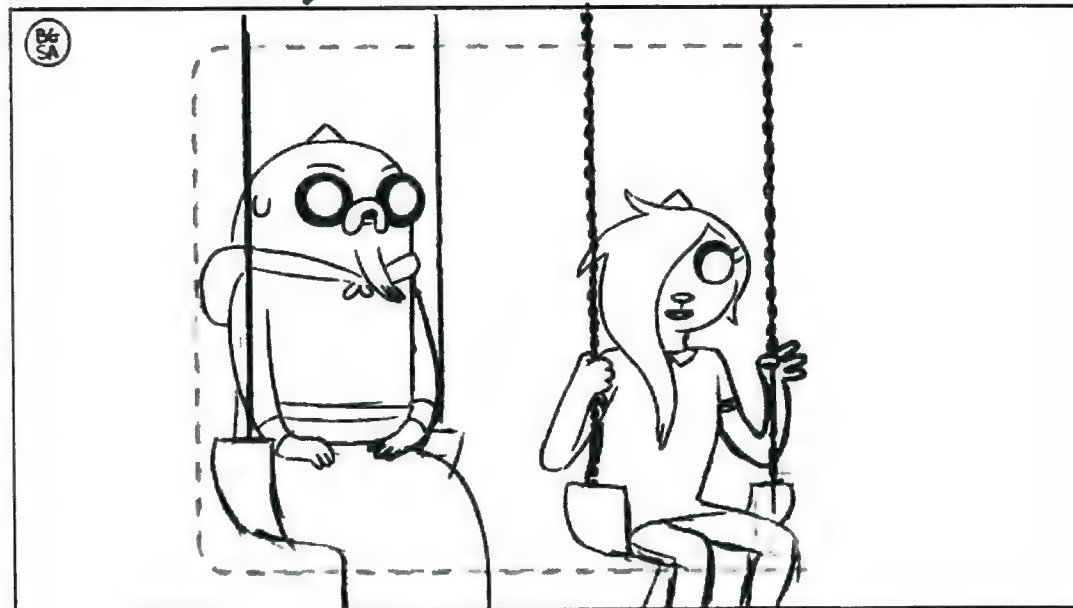


Page 272

Sc. 156 *cont* Pnl. C Bg. day night



Sc. 156 *cont* Pnl. D Bg. day night



Dialog:

**(KRW)** LET'S GET YOU SOME ENDORSEMENTS!

**(B)** YEAH, OK...

Action:

MAR 16 2016

Timing:

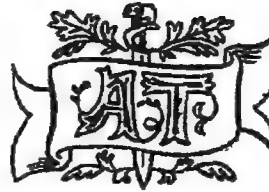
EPISODE # 1042-245

1042 245

Production :

1042 245

# ADVENTURE TIME



Page 273

Sc. 157

Pnl. A

Bg.

day night

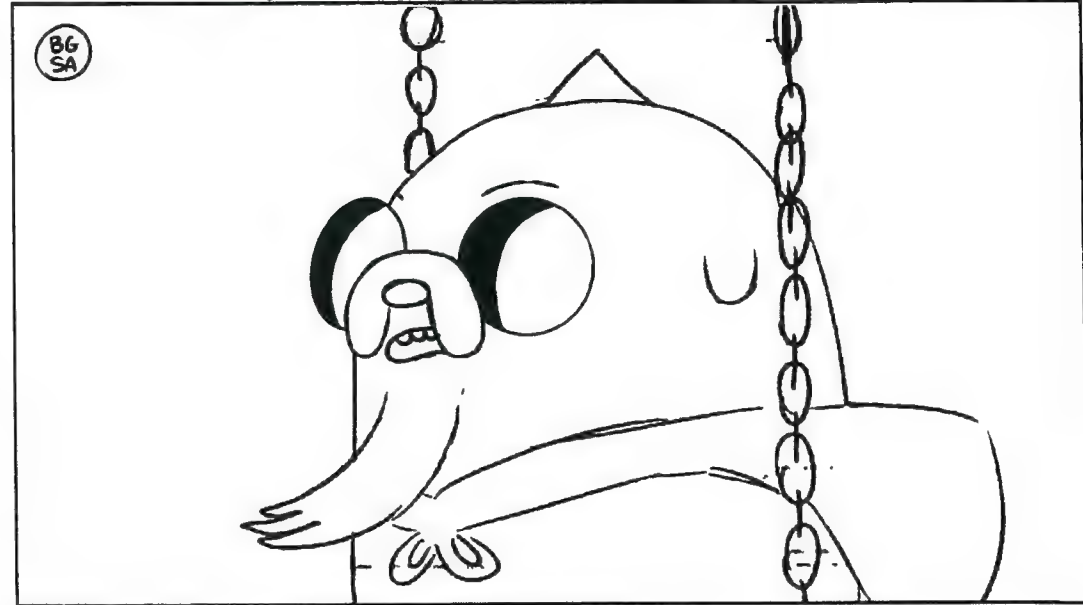


Sc. 157 *cont*

Pnl. B

Bg.

day night



Dialog:

(KKW) BUT. YOU'RE STILL GOING TO HAVE  
TO PULL IT TOGETHER

(KKW) IN SCHOOL.

Action:

MAR 16 2016

Timing:

1042-245

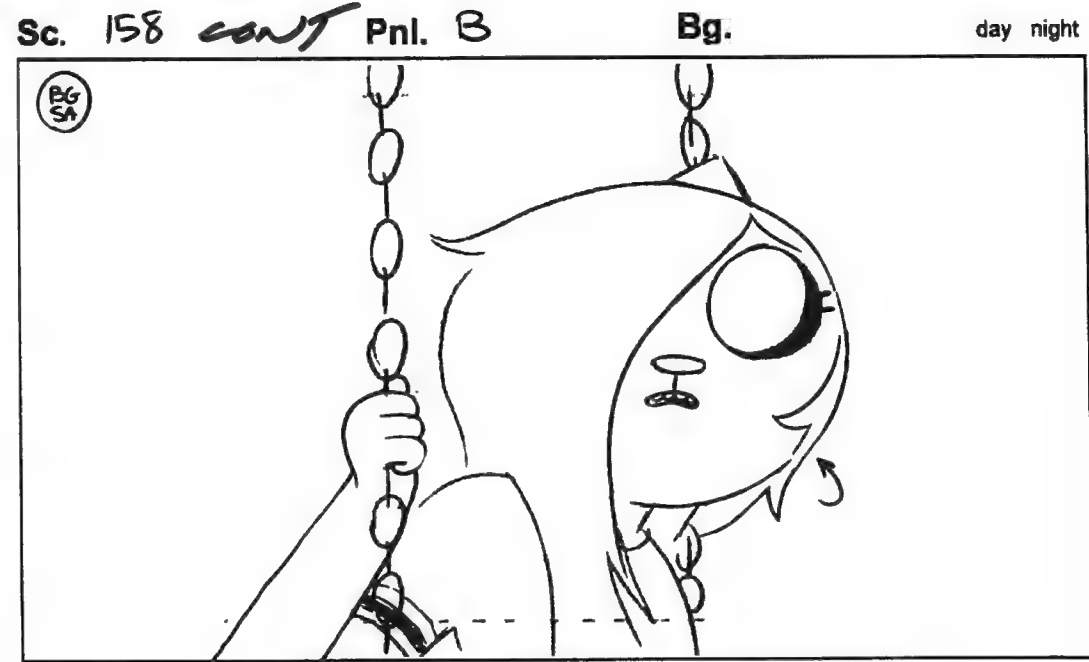
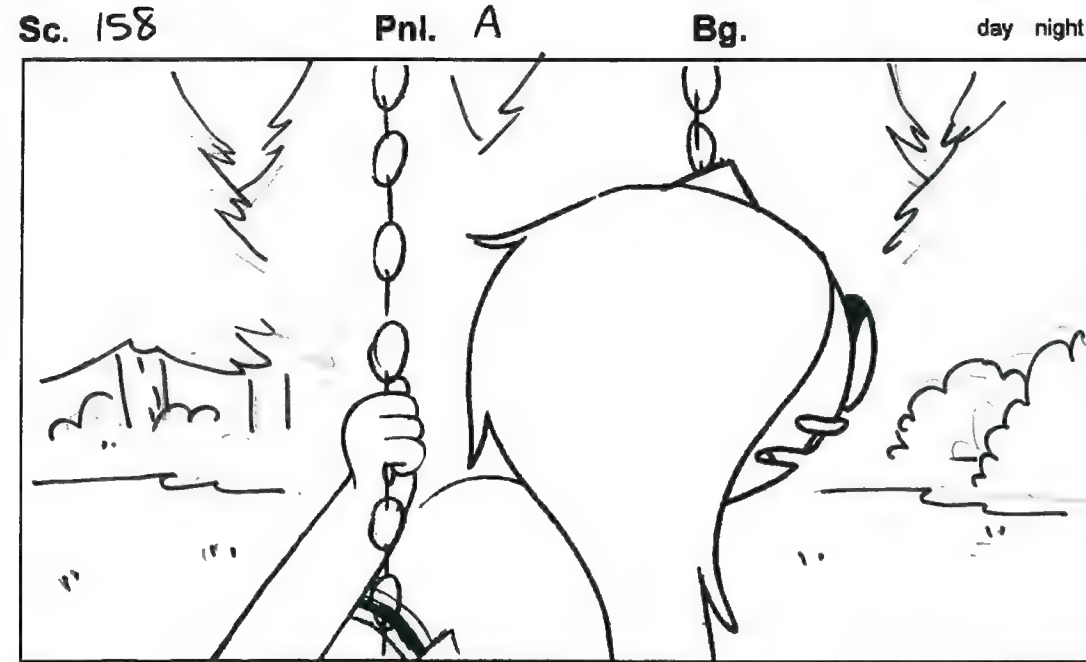
EPISODE #

1042 245

Production :

1042 245

# ADVENTURE TIME



Dialog:

(B) OK, I DID GET CARRIED AWAY

(B) IM SORRY

Action:

Timing:

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245

1042 245



# ADVENTURE TIME



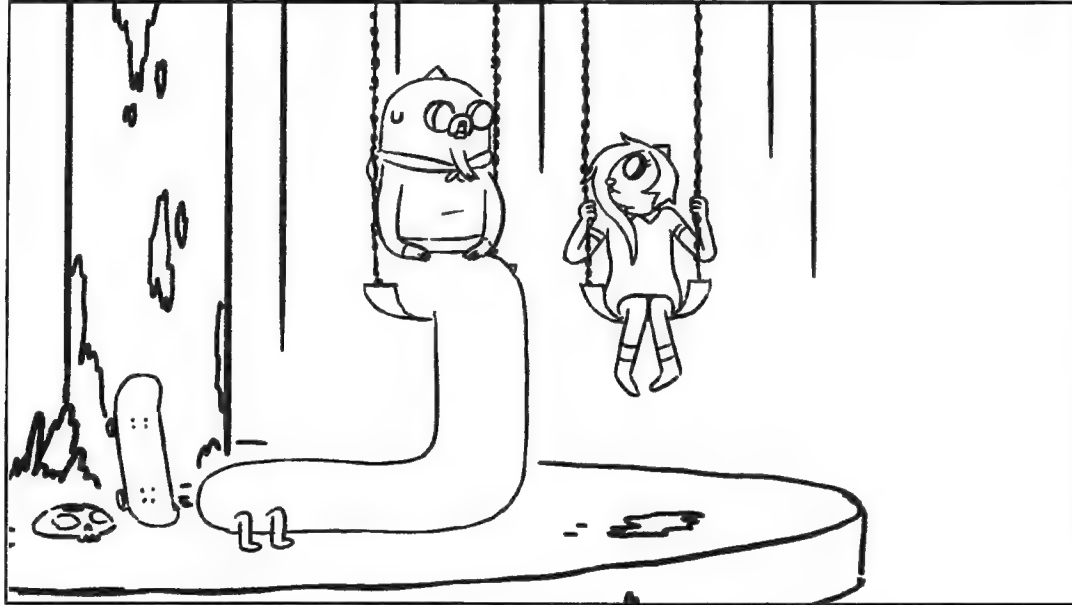
Page 275

Sc. 159

Pnl. A

Bg.

day night

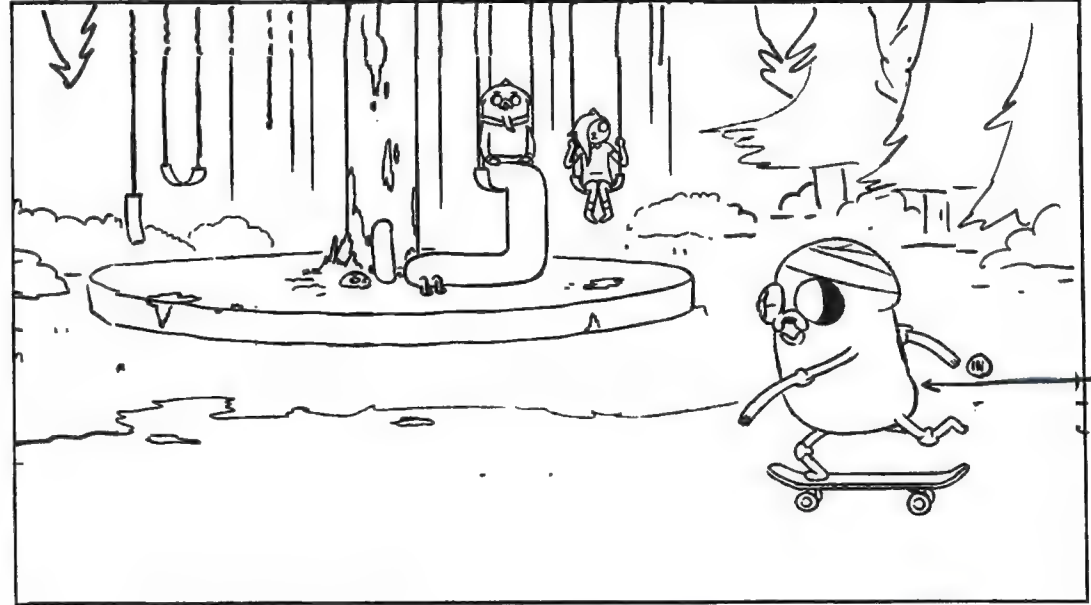


Sc. 160

Pnl. A

Bg.

day night



Dialog:

(KKW)

I'M SORRY, TOO. I SHOULD HAVE JUST COME TO  
TO YOU MY SELF ...

(KKW)

INSTEAD OF SENDING -

Action:

Timing:



MAR 16 2016

EPISODE #

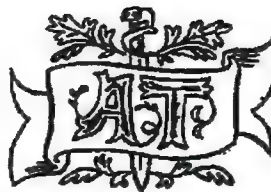
1042-245

1042 245

Production :

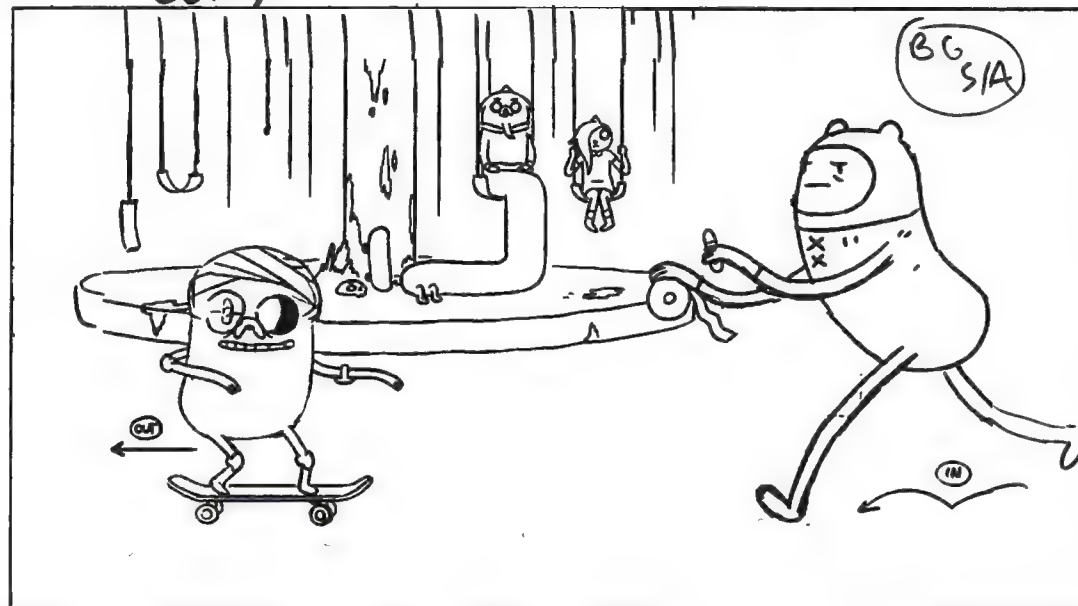
1042 245

# ADVENTURE TIME

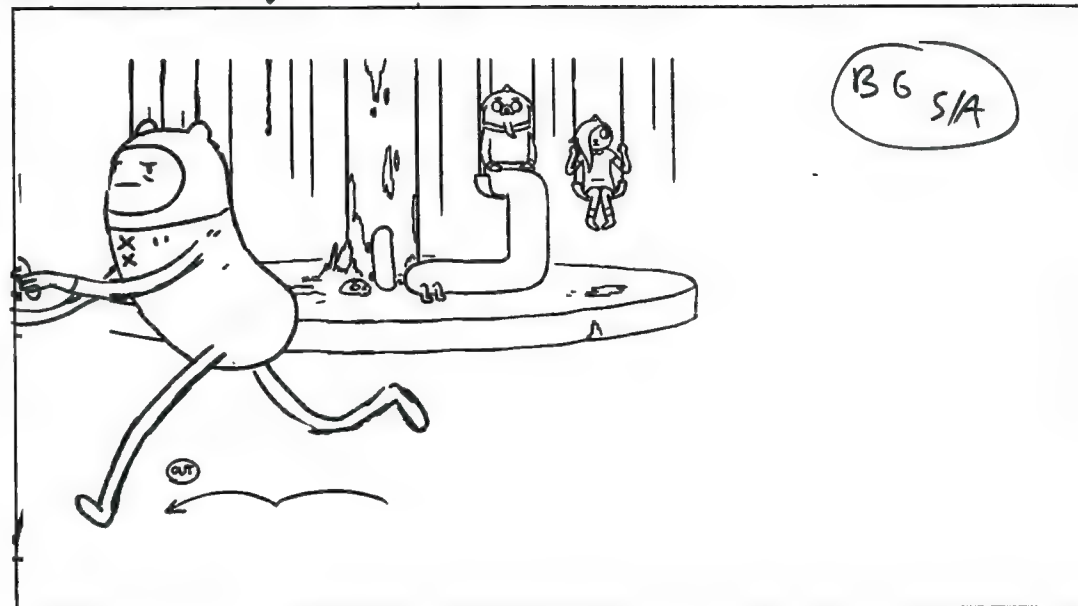


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Sc. 160 *CONT* Pnl. B Bg. day night



Sc. 160 *CONT* Pnl. C Bg. day night



Dialog:

(KKW) (CONT.) - YOUR COOL GRANDFATHER

Action:

- FINN WEARILY CHASES AFTER JAKE

Timing:

MAR 1 & 2016

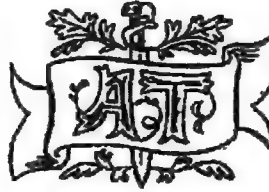
EPISODE # 1042-245

1042 245

Production :

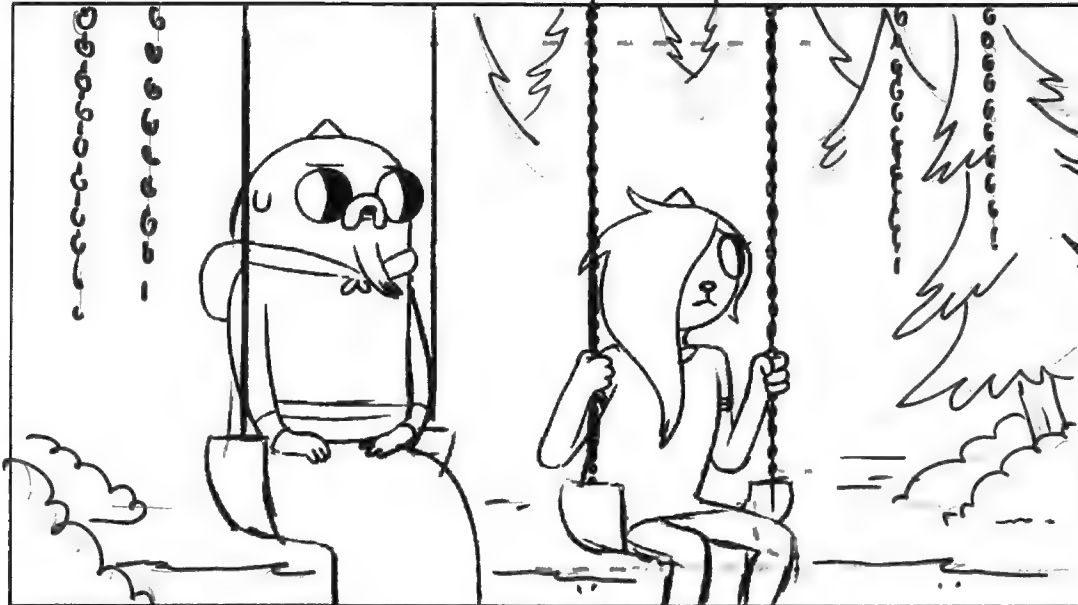
1042 245

# ADVENTURE TIME

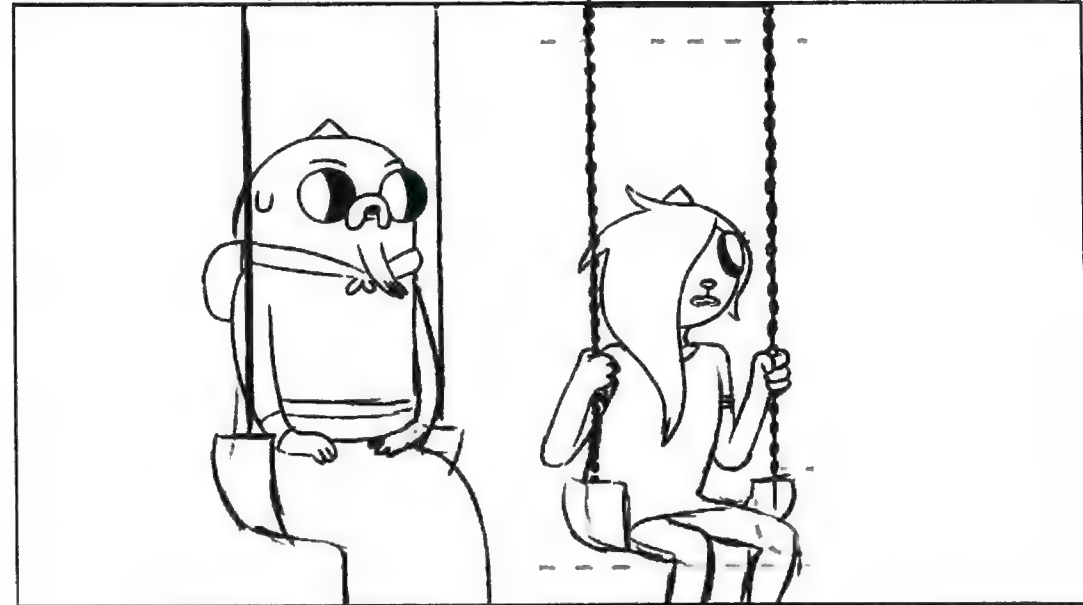


Page 277  
277A NEXT  
 day night

Sc. 161 Pnl. A Bg. day night



Sc. 161 *CONT* Pnl. B Bg.



Dialog:

(KKW) I JUST THOUGHT YOU WOULDN'T LISTEN  
 TO A SQUARE LIKE ME.

(B) NAH, I MEAN —

Action:

- BOTH WATCHING JAKE

Timing:

MAR 16 '20

EPISODE # 1042-245

1042 245

Production :

1042 245

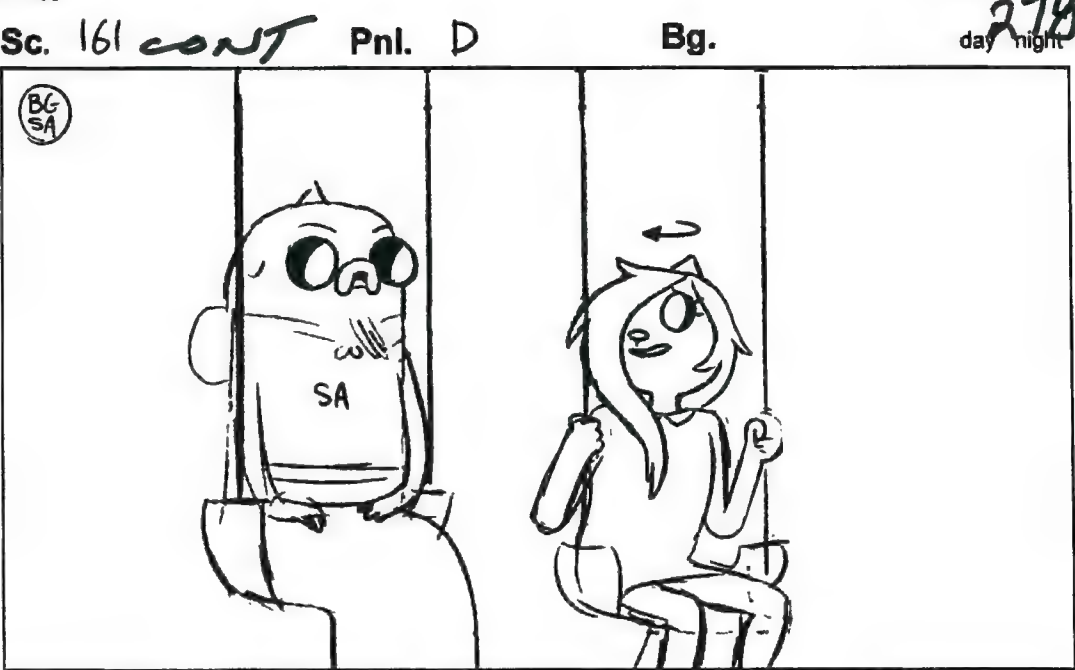
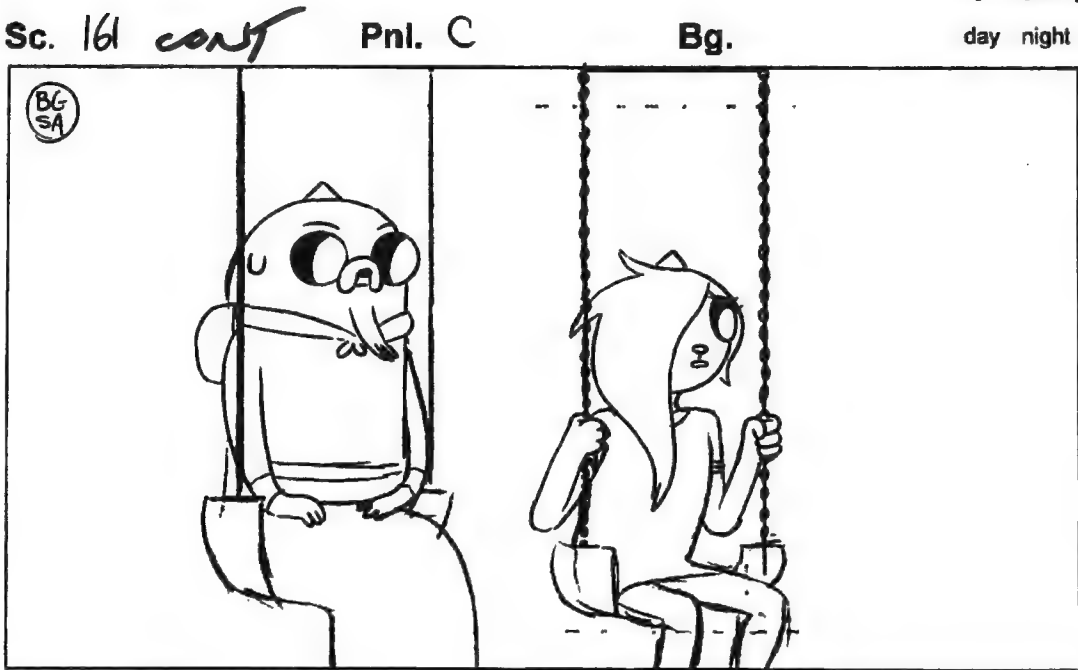
1042 245

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ADVENTURE TIME



Page 277A  
278 NAT  
day night



Dialog:	(B) — YOU'RE NOT COOL ...	(B) (CONT.) BUT YOUR NOT <u>UN</u> COOL.
Action:	MAR 16 2016	
Timing:		

EPISODE # 1042-245  
Production :

1042 245

1042 245



1042 245

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# ADVENTURE TIME



Page 278

Sc. 161 *CONT* Pnl. E

Bg.

day night



Sc. 161 *CONT* Pnl. F

Bg.

day night



Dialog:

③ (ols) Kim Kil Wan, Bronwyn!

Action:

SMILES.

MAR 1 6 2016

Timing:

1042-245

EPISODE #

1042 245

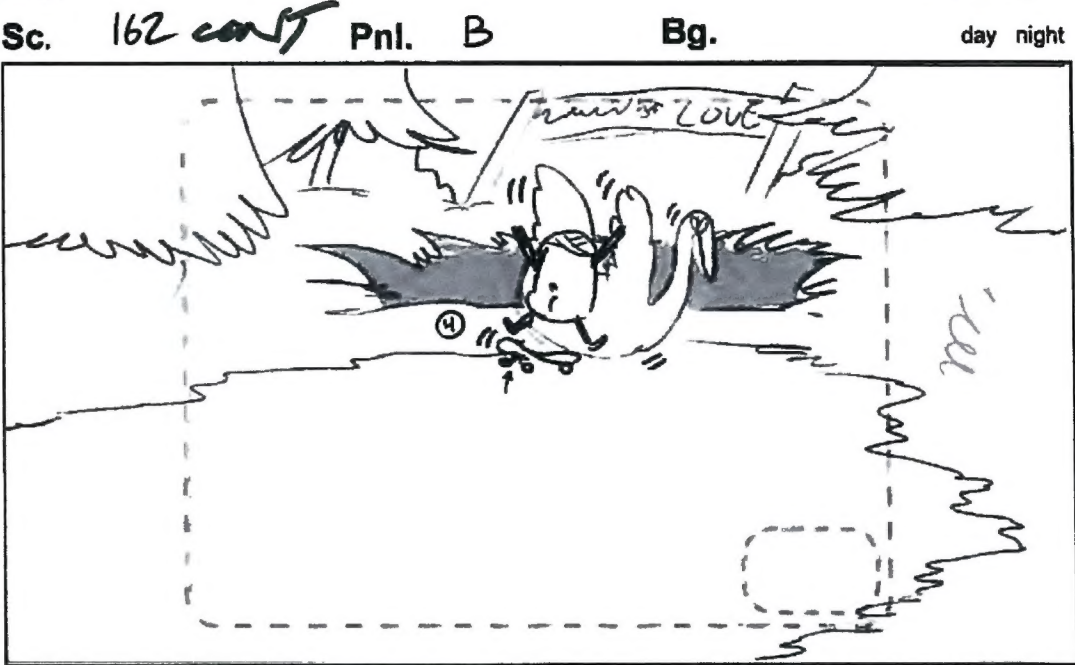
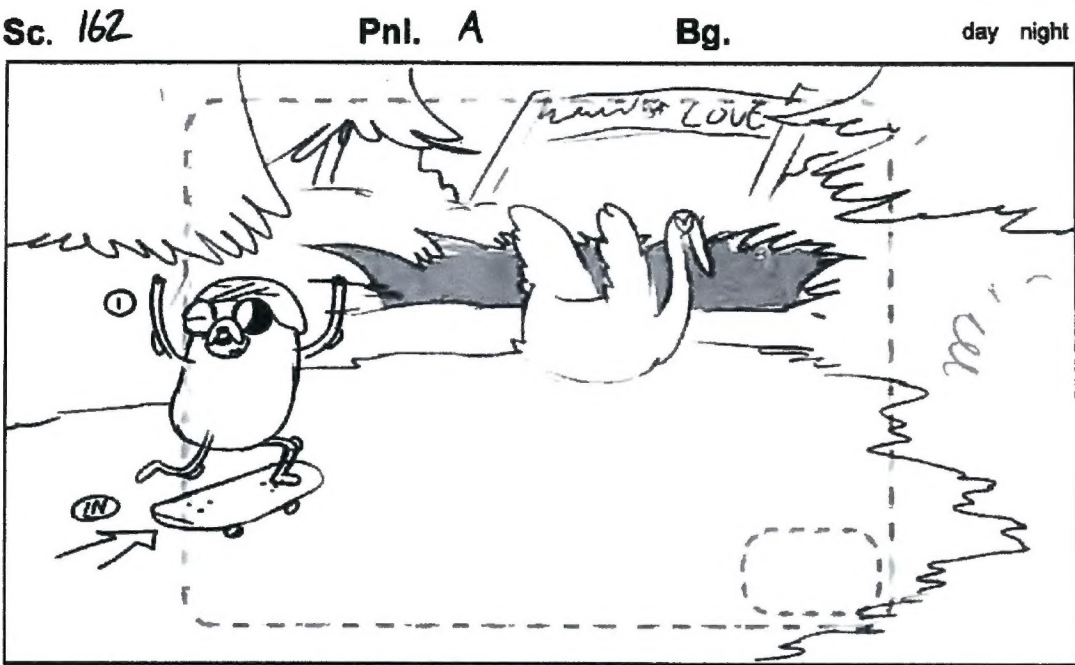
Production :

1042 245

1042 245

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ADVENTURE TIME



Dialog:	① Look at me		④ CLONGK. ⑤ GUH!	
Action:	-J. RIDES ON/J.	②	③	-J. RUNS INTO SWAN
Timing:	MAR 16 2016			

1042-245

EPISODE #

Production :

1042 245

1042 245



# ADVENTURE TIME

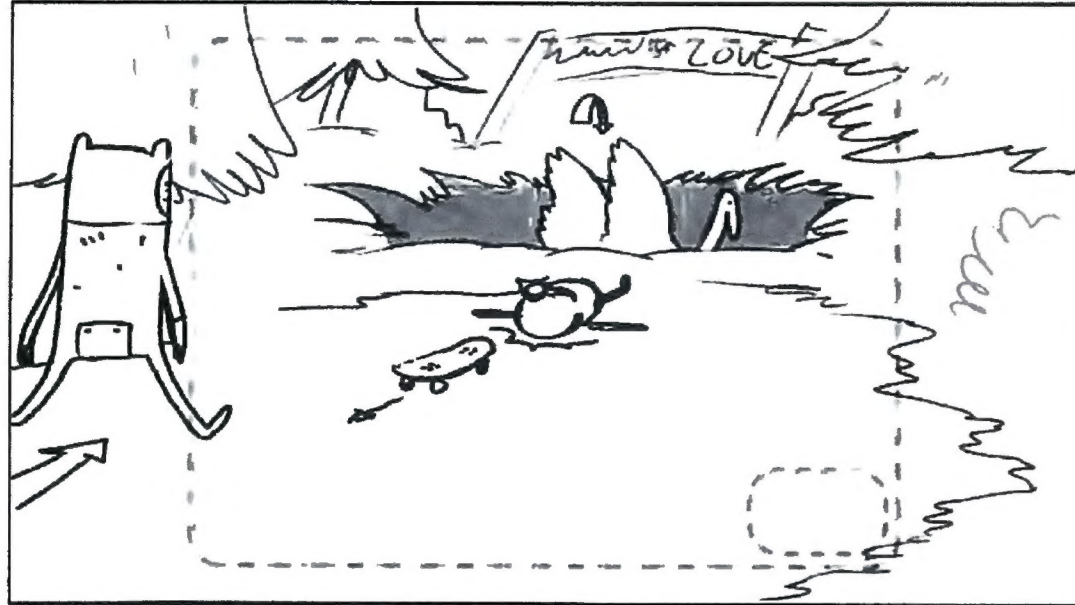


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Sc. 162 cont Pnl. C

Bg.

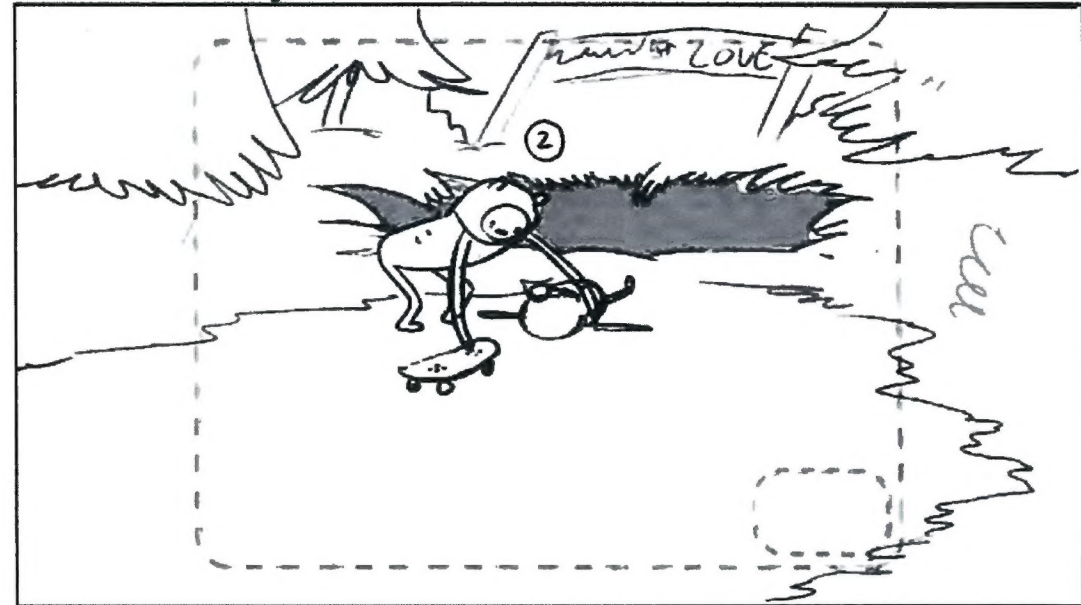
day night



Sc. 162 cont Pnl. D

Bg.

day night



Dialog:

SFX: \* WHOOSH\*

Action:

- SWAN FALLS INTO PIT.

Timing:



①

② TIME TO GO HOME

MAR 1 & 2016

EPISODE #

1042-245

Production :

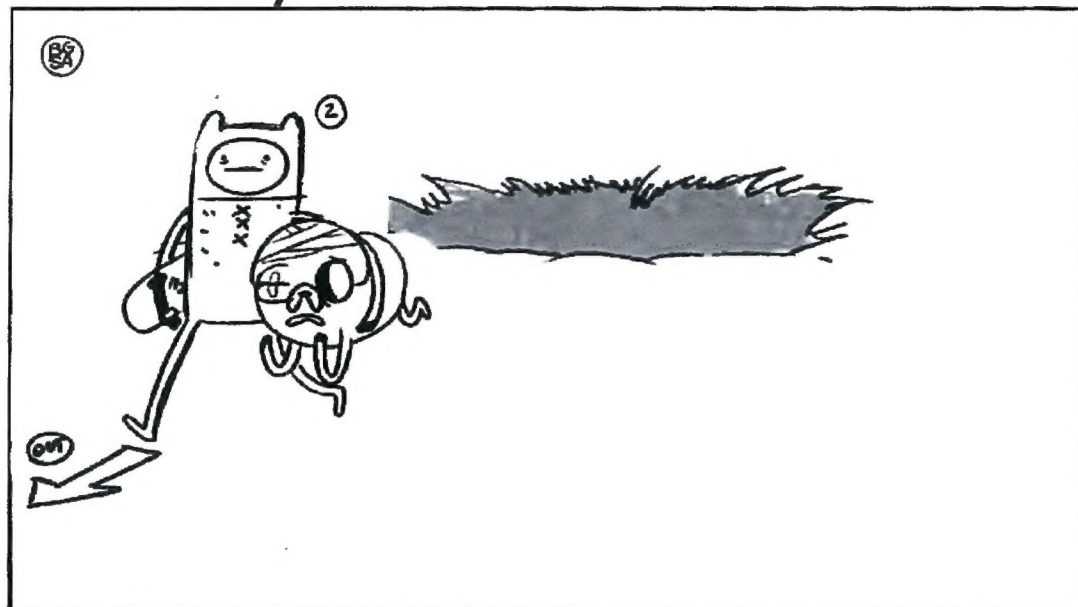
1042 245

# ADVENTURE TIME

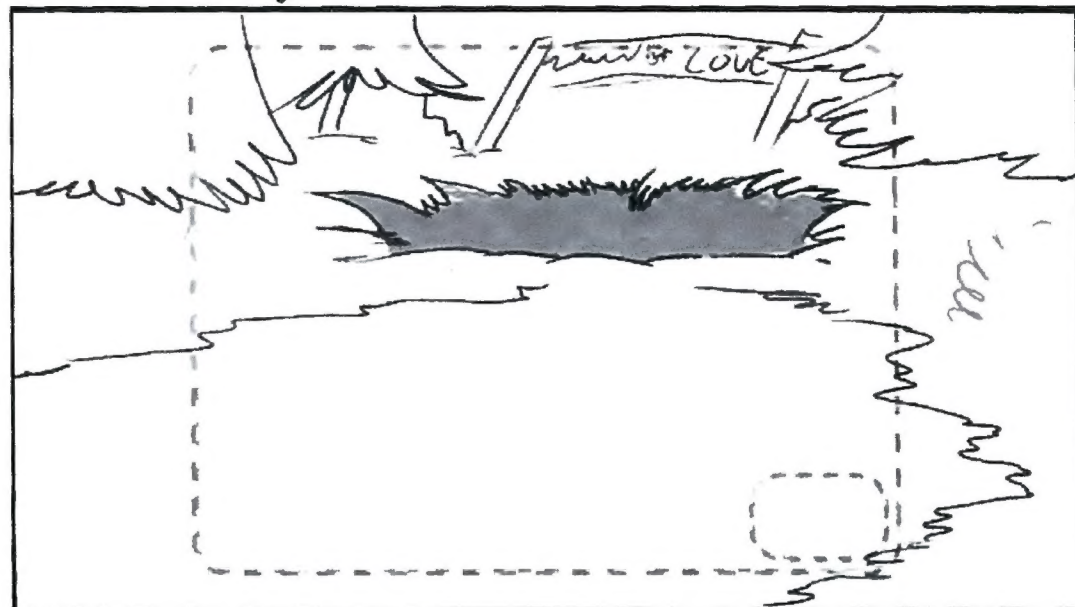


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Sc. 162 *cont* Pnl. E Bg. day night



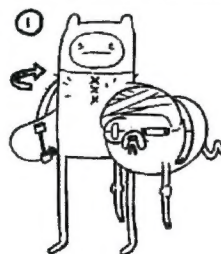
Sc. 162 *cont* Pnl. F Bg. day night



Dialog:

Ⓟ

NOT THE SWAN ...



Ⓟ

(O.S) THAT'S WHERE THE PUPS CAME FROM, ...

Action:

- F WALKS OFF/S.

Timing:

MAR 16 2016

EPISODE # 1042-245

Production :

1042 245